Difficial Sega NEW! Difficial Sega NEW! Magazine

DREAMCAST 2000 SPECIAL REPORT!

REVENIEDA

100-G

Code Veronica
Shenmue
Eternal Arcadia
Phantasy Star Online
Sega GT
Quake 3
And more!



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She's All

Lara Croft has some serious competition.

Space Channel 5's diva 'Ulala has landed, strutting her funks stuff in the ODM difficies and playing have with our deadlines. How are we supposed to write over 100 game previews, redesign a reviews section to accommodate more games (life the superb Crazy Taxi, Soul Reaver, F.I Grand Prix and Re-Voil), or keep our minds on interviewing 'Va Szzuki, Valj Naka, Tetsuya Mizaguchi, Tem Soga G7 and the stellar like, when she's around? It's Impossible. Not to metion the fact that our Staff Writer, Evan, is trying desperately to get her phone number. That's one long, long distance call you probably can't afford, Evan (and no, you can't expense It).

And it's only going to get worse. Who knows what will happen when Lara Croft enters the fray? Oh...(blinking) you hadn't heard?

As our exclusive news interview with Core Design's Director Adrian Smith reveals, Lara is coming to Dreamcast. Soon. Yery soon. In fact, even as you read this, Lara is being shrinkwrapped—now, there's an imagei—somewhere in an unmarked warehouse, a mere month from the shelves.

Coincidentally enough, that's about the same time Space Channel 5 is due to touch down on US soil. Yep, there's gonna be trouble. Care to place any bets?

Simon Cox Editor-in-chief







Directory 03/00

2000 DC

The Apocalypse didn't happen, but our special edition Year 2000 Coming Soon feature did! We reveal over 100 upcoming Dreamcast games, pick the brains of the trightest stars in the DC firmament, and chart the future of the hardware of the new



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And 100 More!





REGULARS

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Will she or won't she? That's the question that's been making us squirm since the DC launch (that and 'what's a Turb?'), Eidos reveal all exclusively on page 12.

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Were there! I maken
X's creators speak up | Horror mania with
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→ Fantasy

A nice long look at Sting's Evolution 2 Ripcord's Legend of the Blade-masters | Angels turn ugly in Innocent Tears | FZ's postmistress, Nuriko, to a special reader rescue | Simon grows pixie ears!

→ Arcade

Arc System's 2D fighter, Guilty Gear 2, examined | A first look at Capcom's oh-so-mah-vahlous Marve(Vs. Capcom 2 | You, too, can be a truck driver in

Sega's latest truck driving sim | Sega's Virtua NBA | Gossip about Yu Suzuki's secret, big number '4'

7 DC-ROM Your guide to the games on our exclusive playable GDROM sampler. Overviews, controls, what to do, it's all there. Trust us.

8 D-MAIL

You took the time to write, now it's our chance to answer you with snide comments you have no chance to counter! What could be more fun?

102 HOWTO
We've got an, um, exhaustive guide to car carmage with our super duper Vigilante 8 strat guide! Not only that, but a smorgasbord of delectable codes ...

112 ENDZONE Scope out what we've got in

store for next issue, plus we give you a chance to win a Japanese Dreamcast system and your very own copy of the impossibly infectious Space Channel 5!



Welcome to the Dic

e've got two words for you: Demo and Disc. Yep, that's right; securing your own copy of the Official Sega Dreamcast Magazine is the only way to get your hands on demos of the hottest Dreamcast games before they hit the

shelves (unless you want to come on over to the ODCM office with a shotgun and a ski-mas but we'd prefer it if you didn't). This month, you're getting demos of some great new titlesincluding Rayman 2, Chu-Chu Rocket, Virtua Striker 2 v. 2000.1 and the superb MDK2. Plus we've got the full version of the DC puzzler Swirl, Still unempressed? Try our new version of the Dreamcast Browser. Come on, Chester, get your hands out of your pockets and pop in the disc. Play it to your heart's content, it won't cause blindness.

And if he's mading, we've got a message for the little that who swiped the demo disc packed with this menty whronk-wrapped ODCM Issue #4, it's going to be replaced with your still-beating heart. Thank you.

VIDK 2



even want to try decreasing the analog sensitivity several notches Tip 2: Press pause at any time for a frozen-in-time, rotating atrix-esque shot. You have no idea (but guess) how much fu



tayman 2

Tip: To see the world through Rayman's eyes, just hold do

Just when you thought you were out of the woods-an equally addictive demo of another equally amazing sequel. This 3D flavor (and housever). Marvel at its spectacular graphics and animation: we guarantee that they'll blow your mind, even on your 50th top through the game .

both trigger buttons together and enjoy the trip. Not only is this a nice vacation from the color beige, it's very heipful for navigating For a previow of this beauty, check out the attached mag.

Chu Chu Rocket



Here's a little conundrum that's taken larger by storm in perhaps more appropriately, swarm). It's a classic Lemmangs situation with a few shakes of Bomberman thrown in for good measure. Check rc You've got fast studyd mice (Chu-Chus) and slow studyd data (Neleck) who'll exit menry Chu-Chu that they can. Both travel in a straight line until they hit a well (we told you they were stupid), at which point they take a GO-dates him to the right Elman ding power (only these at a time) onto the playfield to redirect as many Chu-Chus as possible into a rocket, which garnes them to safety at each mund's end it isn't easy, but once you have the hang of it you'll see what all

fuss is about. Remember, this game was built for multiplayer

/irtua Striker 2 v. 2000.1



Hey, all you American soccer fans! (Exho-echo-echosco) Well. both of you, then. Place all four of your buttocks on that sofe, Writin Striker 2 x. 2000 1 (yes, yet another creative usage of the number 2000). You know the rules-kick that round thing into the other guy's net more times than he lecks it into yours. Simple And remember, this was originally an arcade game, so it's not exactly a simulation. The graphics are pretty, the action is fast, and you won't get crushed against a fence. What more could you ask for from your sugar daddies here at ODCM? Go look some booty.

ega Swirl — Full Version!

This is the full version of Dreamcast's first Tetray States Move/Jenés combination clone, Yeah, that's right-a freebiel it's pretty self-explanatory, but we'll explain for those maders that might be a few bricks short of an outhouse. The object of the game is to clear a board full of swirls, which is accomplished by removing batches of connecting, like-colored swirls-agiting as many in each shot as you can. The more aware you can group together, the more points they are worth. It's not Soul Calibur, but it's addictive and surpresnilly fun.

Dreamcast Browser

Digling Mades

Some important stuff was fixed in this revision . You can now see the number you're calling for dief-up. Before, you wouldn't know the number you were deling when you first went to register online or sign up for AT&T service. Now, you can check to be sum it's a local number

· Javascript is a lot less buggs . The Dreamcast Network pages have been revemped so that they

. The Command Clusters (what you get when you push the start button) are a lot easier to use, and they now include a Refresh

Having Trouble?

Can't get your GD-ROM to work properly? Contact of customer service line at 1-888-613-7326 and an operat nil be happy to assist you. If you still can't get the blasted thing



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takes over



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"You will recover your keyboard within 8 to 10 woods after registering for AT&T WorldNet Service on the \$14.95 Promoterial Price Plan, Standard or Unimeted Price Plan Supplies are limited AT&T reserves the right to substate or terminate due offer without motes See details during registration for the Service Offer terms for current members suitable at accomplege 0.2000 AT&T. All Rights Reserved. Seg in registered in the U.S. Present and Trademark Other Seg. Description of the Control of the Control of SEG. Biometries, Ltd. 62000 SEG. MITERARISE, LTD, 2000 AIR Rights Reserved **First 6 months of service, billing will change to the them. current Standard Price Plan, \$19.95. Offer expires 3/31/2000

Team ODCM

ALTHOUGH UNDERPAID, overworked, and the psychotic, the ODCM team. bordering on the psychotic, the ODCM team prides itself on knowing more about Sega Dreamcast than is strictly healthy. Should you Dreamcast than is strictly nearthy. Showing ye have the misfortune to run into them on the street, do not approach them. They are highly nined and may try to sell you a sub



FILE LINGER Moff Torkin ments immes Bond, set to a pulsing techno es then Apollo 11. His rgo mail ("Till be at the beach if











THE MONTH

)) Punch Drunk

You gotta understand: I hate fighters (so why did you buy a DC, foo?—Ed.). Fighting games used to be a genre I loved in the '80s, from Karate Cham; to the original Street Fighter. I think the last fighting same I was related. fighting games I ever enjoyed playing were Street Fighter 2 and Mortal Kombat 2-oh, those were sweet, sweet days. I enjoyed playing them for hours at the arcade and back at home on my Genesia.

d characters? Ah, how I wished for a fighter like ok in the early deys. So here was the launch of the Dreamcast Then of course, I had to rent it and then buy it
Thank you, the goodness that is Dreamcas
have never interacted with a more beautiful.

∑ Spell Trouble Fire whoever is supposed to be checking the

magazine's spelling and font gaffes, cause they are NOT doing their inh. All over the place are italicized words that aren't fully italicized. It's hard to even read the magazine. The whole entire Evolution review is rendered unreadable because of this. There are also a few typos, but the italics are the biggest problem. It's a mess

playable fighter in all my life. The graphics and

SiberioS@aol.com

ODCM: Durlo vion't you know that random staling is the latest craze? Purposely misspelling stuff is out, random font craziness is in. But actually, you're right. The offending font will be fired; postscript.

Mail Bond-ing

Hi, I'm a fan of Sega and I love anything that has to do with Bond, I have all the movies and I was wondering if Dreamcast will have a Bond game and if so will it be The World is Not Enough?

sega 87@email.com

ODCM: Unfortunately, Sharrf, Bond fans who also bannen to be DC owners may not see any games. featuring the suave superhero until EA signs on to develop for the system-which (sn't anytime soon, from what we've heard. Right now EA, and EA alone, have the exclusive rights to develop games for the Bond license.

characters' stories unfold. Afterwards, I rentied VF3tb. And occurse, Pueve Stove. I'm in heaven! I was going to drodge the flighting garne when I purchased the Dreamast, since I was never impressed with efforts on PlayStation or N64. So I expected the same results on Sega's new pattorns. Boy, was I wrong On Dreamast, these games are now being done right. (Well, in mos

P.S. Oh, I can't wait for Dead or Alive 2. I can't wait.

Power Stone, DOA2, and Soul Calibur, Dreamcast has shown that there are plenty of very cool ways to innovate and grow the fighter category without compromising the fun factor. Thanks for your great letter, Kelley, and hope you dig the OOA2 demo Issue #5's demo disc (at least, we hope it's Issu #5). Expect a custom-packed Sega surprise for your Letter of the Month!

Need for Speed

Hats off to a great mag! Content, delivery, layout...AMAZING! I just finished your second issue and look forward to the third. May I say that when you reviewed Speed Devils and gave it a pattry 3 out of 10, I almost didn't buy it. But, I did buy it and I LOVE ITI Especially with that awesome cheat mode to use all tracks and cars! The Aspen Summer level is great. My wife even thinks it is right cool. It has amazing replay value and the element features in the game are quite unique. You write, "...terrible handling, weak opponents and uninspired track design..."?! I have this question for you: WHO WAS THE ONE THAT WAS OBVIOUSLY VISITING URANUS INSTEAD OF STAYING GROUNDED HERE ON GOOD OLD MOTHER EARTH!? Check the game again, sport! By the way, still love your mag!

Ine Middley High

Via email

ODCM: (our reviewer speaks) I've had to virtually hide away in a mountain cabin following that review. It seems as if many of you loved Speed Devils, Well, I hate to disappoint you, but on my journey back from Uranus I spent some more time with Ubisoft's not-so well-disguised port, and I still can't stand it. Compared to Sega's superb driving game expertise (amply demonstrated in Crazy Taxl and Sega Rally 2),

this game is a senous lightweight. Get Crazy Taxi, put the two side by side and then tell us they're not worlds apart. Right, anyone got the cash for a return ticket to Uranus?

Slipped Disc

I just got the January issue yesterday, and I was just wondering about the GDROM—where are the interviews? Where are the VMU downloads? Come on grys, It's up to you to give us more than the finest demos for our new system! We want gossip! We want behind the-secons interviewal And we want it all next issue (just kidding)!

Keep up the good work on the magazine.
Timothy

rntercomemail.msn.com

00.00% Olay, so we were a bit more optimists than we protably should be been when we promoted you the world our world our world). The world was seen that the protable should be materials and production of the disc that accompanies them segarant, and unfortunitative, we're still viver for control of which graines and goodes appear or it. White the control for hard was feet to be control for which graines and goodes appear or it. White the control from the control for which we feet any protection of the control for which we have a feet and flegitum as \$2.00 miles of \$1.00 miles of \$1.00

)) Offline

In your preview and review sections, you include a handy "quick reference" box. The box includes the vital statistics for the featured game (e.g., publisher, number of players, online functionality).

In your Testzone review of NFL2K (Issue #2) the field labeled 'ONLINEY' is answered with an exasperated 'NOPE,' rather than the usual (less emotional) 'NO.'

My question is this your way of expressing your discrimental from the first position of the properties of conference and palend? If so, i share your disappointment in the company's failure in this area. While it can be argued on the properties of the properties of



44 May I say that when you reviewed Speed Devils and gave it a pattry 3 out of 10, I almost didn't buy it. But, I did buy it and I LOVE IT! 79



frustration and hope that Sega hears the cries of anguish from the fans that bought a Oreamcast. Truly, it is a great machine with awasome games and incredible potential...but can Sega make it revolutionary? I'm still waiting...

TOMKLEVEN@aol.com

OOCH. We're wathing as well, Tom, Our response to NFLZP's online nuclearity in that Estozne review was part esspension, part disappointment. We wanted to be able to download orderir updates; we wanted to be able to swap created characters with friends over the net we wanted a to it of things, actually. But since the conline option was void, we got nothing. We still loved the garne, and with the list of manage tieles alsted for thing you, we still can't help but be entimalled with but with online opposition? We will conclude the download of the download of the with online opposition? We're arround to first during the still the with online opposition? We're arround to first during the still of the st

Soul Searching

I cont get II. Why is own-price spring that Soul Calibra is on gent? I lought I resisted of Reday 2 families from the Infinite from the Infinite formation of the Infinite formation of Infinite I formation of Infinite I formation of Infinite I formation I for

aap548yahoo.com

☑ Making the Score

Hill I'm firm Singapore and have just bought the second issue of your magazine a few days back. What a great magazine this fell I'm now hishing for the third issue! But I have some comments on the reviews. They're good and honest, but I think that it would be better if you include a small score for graphine, sound, gameplay, etc. This is to let readers be more clear about which part of the game gain is it high marter and what puls it proportions are uncellent. Thank you for your time. Keep up the great world.

Lim Jin Yong Via email

ODCN: Thanks for the feedback, Lim. We're still beaking our lies from section to ty to better our coverage on all the games that are coming to (for DC, We decided against the breakdown of the game's We decided against the breakdown section of the game's warred to give a score for the "overall" appenses of playing the game. But we'll take your suggestion into consideration, since, after all, cur redders are where not read if you have something to say or want to see

> POST HASTE

Got a question that needs to be attended to? Send it to OCOM, 60 Imaglae Media, 150 North Hill Dr., Brisbane, CA 94005. Or if you have access to email (and we know you do), but us into the Tor field as demaggirmaginemedia, com and hit "send." The best letter of the bunch gets a gobful of Sega goodies and exclusive treats.

ews Network eamcast

Eidos and Sega, sittin' in a tree...Here comes Lara on your DC

a a surprise more that rocked us in our socks here of DOM. Elso and Sega have confirmed it. Fomb Raider is coming to transmission in a situe as a month. That's like comorrow, in industry time. But hanks to the happy fact that it is exclusivity deal with Sony has just mu out. Eldoe has leapt at the chaines to broost its lovely lady up a handful of polys to 228ht. We caught up a handful of polys to 228ht. We caught up the darks mich more main growth. Add that mich more hand you had been supported to the company of the darks mich more hand you had been supported to the support of the darks of the support of the darks of the support of the support

ODCM Why keep it secret for so long? The Sony problem?

Last Revelation.

Adrian Smith Yes, we had an agreement with Sony, which we honored. It was no secret that the deal would run out come Christmastime. And now, it's a good time to announce the Dreamcast version.

ODCM What are the specific changes between PC and DC versions? AS in essence, the game is the same—but we've tweaked it to use the power of Dreamcast. The game runs at 60 fps straight off, so we can display all of Lara's animations super, super smooth and slick. Then there're the little things you'd expect...when you start getting [shadows] cast onto walls and ceillings from light sources, it looks really, really dramatic.

ODM So are you going to do this game for DC, and stop there—kind of like Namco with Soul Calibur—of a you hope to do another? AS if you look at our history with Sega (and I speak as Core, not Elidos) we have very old, old relationships. We've always been there: Lara, was originally there with the launch of Satum. We're deligited that we can give Tomb Raider IV? The Last Revelation back to Seas.

ODCM Have you received much feedback

on TRIP?
AS To be honest, I haven't seen many of the American reviews. But TR is a six-year-old game. It's like a bear-this lumbering old monster that's still sort of draws breath, but we're always very conscious about it. We're also very conscious of the next generation.

ODCM If it does well on DC, will you do

AS No, I don't think so—not yet. Our minds are already made up—Fighting Force and this game are the two titles we'll do for DC for now. Then we'll start looking toward the future.

ODCM When's the game due? AS March. And currently, there's no reason why we can't hit that deadline.

ODCM What about the movie? Do you have a director yet?

AS Not yet. But obviously, the movie script hat I've got is result youd. We can give creative input, but as far as we're concerned input, but as far as we're concerned its true to Lars's character. She's not getting her [breasts] out or anything like that. Its representative of what we'd like to see (Speak for yourself-Ed), Otherwise, we're leaving the movementaling to these guys and just doing the gime-which a lot or people using the growth as the property of the property



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Dreams of Lara
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Silver and Silver and

Got next? Virtua NBA 33 Marvel vs. Capcom 2 33









If a been too long since this ninja-of-oil ninjas made his less secance in a videogame, and we for one (well, six) would like minate Greencast as the stage for his triumphent return Throwing stars, ninis death treps, and even primitive stealth were all part of the action, and we'd be first in line for an core. High on difficulty, this was one of the few games in





nd amazinety enough, all of this is but a sme'll port of ION



Silver Lining

Infogrames' sword and sorcery

RPG is finally Dreamcast bound

Having played the upcoming Dreamcast version of Silver (don't you wish you were here?), we at ODCM have decided that the game should've been a console RPG from the get-go (and yes, that's 'official'). Everything from its storyline and real-time back-'n-slash fighting engine to its graphical style (FFVII) seems designed with console gamers in mind. But better late than never. The folks at infogrames are hard at work, porting over what looks to be an excellent conversion of an excellent action-RPG; and they've promised to put it in your

hands by Summer 2000. Developed by Spiral House in the UK, Silver is set in a land of swords and sorcery, designed as a combination of beautiful hand-drawn backgrounds and polygonal characters-all in luscious, high-resolution 16-bit color, complete with improved effects and loading times for the DC version The character control has been changed from the PC's point-and-click method to a more console oriented approach, in which players have direct control of their character via

the analog pad. With lush environments and voice-acted dialog throughout S//ver looks to be golden. Look for our complete preview in Issue #5.

DC SQUARED?



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"If you're too lazy to go online and see this esome game for real four color dets on 20th 30% recycled paper that do this game no justice whatsoever. For example in frame 2 you can't see that you can punch, kick, landmine, bazooka and powerdrill your way through seven levels of bloodthirsty fiends or go two-player while you try to survive death rays, drowning in green slim and zombies who steal your gun and smoke you ass like a Virginia ham So stop farting around and see it for real at sega.com/games





Hail to the King

THQ bring Evil Dead and WWF to the Dreamcast bash
With only a car-chase racing title, Felony Pursuit, on its Dreamcast plate for 2000,
THQ has finally committed full force to the system. With a solid lineup of games

announced for Summer release, the list includes some notable treats for both wreatling fars and action/adventure junkles.

At the top of the list is EVID Egg, in development for both the PlayStation 2 and DC.
Heavy iron Studies, a development group comprised primarily of members of Squarer for Parisitist Ever development team, while be ninging Sam Banilins guid-passion to the lettered time.

small screen. If the team can capture the historious, frenetic pace of the film, we might be in for a real treat. Expect plenty of sunnival homor and humon this fall, when the jame releases.

clamored for has finally been revealed for DC.

ThQ has an asystemamed WMF game in
the works for Dreamoast, unitaring the engine
developed by the Japanese company, Yukes
(Berzerk), which with bring the volunit world
of ispanisexclad soop-opera home. While
we suspect that I'vel libe none other them
an updated, smook tallings Wirestlemanils
2000, it should finally give DC owners a
good westling game. It debuts this Fall:
keep those fininger crossed.

And a game that wrestling fans have

THO's semaning games consist of two MTV-locesed sports thies, including a skateboording am modeled affair Cravé's upcoming Tony Heak PreSistart Cravé's upcoming Tony Heak PreSistart and a BMX reart full of the obligatory locesed tricks and bonds that no one but MTV Sports: Skateboording is due this Summer, while MTV Sports: Skateboording is due this Summer, while MTV Sports: BMX will follow in the Fall. Looks like a busy year for THO on Dreamoss.

NAMCO RE

been et it. The same team that produced me epis Soil Collium is hard at which on yet contine FD gene. And excerding to covere, this gene in one of a sequel. While sheen for it will be good to the sequel to the second the second title, our mouths are extending at the possibility of the second title, our mouths are extending at the possibility of the second title, our mouths are extending at the possibility of the second title, our mouths are extending at the possibility of the second title, and the second title second ti





Sega Now and Later

and congealed subsidiaries, Sega restructures for 2000

he brownish puddle of controversy began to form around Sega HO when news sites reported a few choice (or chatty) comments that Seria Japan President, Shoichiro Irimajiri, made to the Japanese press in late '99. Broadly and openly, he stated that the future of Sega would be in online-only products, and that hardware would soon cease to be developed. Shock shock, horror! Um...what? The question boils down to this:

will Dreamcast be Sega's hardware swan song? Sega CEO Isao Okawa has furthered this rumor by emphasizing-repeatedly-that Sega's primary area of expertise is in game development. When asked

about Sega's plans for next-gen consoles, Mr. Okawa responded, "I can't comment on that, but I will say that our future doesn't necessarily lie in the hardware business." According to Sega's own press releases, the company plans to divide its tech- and game-development teams into separate companies who will still develop product for Sega-with one inhouse software development subsidiary left intact. headed by none other than Yuii Naka, himself.

Theoretically, this means that AM3 could develop Virtua Fighter 7 for, say, PS4 or N-512. Whether Sega would allow this to happen or not is unknown, but it does appear to be a possibility. We'll get you a bigger (and clearer) picture just as soon as we've seen it.





and dance bend Dese-Lite's Miss Lady Kier is unmistakable

that's ineignificent-most of us are freeks with elok cartoon chick fetishes. Speeking of which, in light of the 'Node Raide



We're looking forward to...

- 1. Resident Evil: Code Veronica 2. Tony Hawk Pro Skater
 - 3. Shenmue (US)
 - 4. Quake 3 / Half-Life 5. Dead or Alive 2

You're looking forward to...

- 1. Resident Evil: Code Veronica
- 2. Shenmue (US)
- 3. Dead or Alive 2
- 4. Phantasy Star Online

You're dreaming of...

5. Sega GT 1. Dragonball Z GT

- 2. Panzer Dragoon Saga 2
- Shining Force 4 / Anthology
- Tekken Tag Tournament











espnthegames.com





Mod Squad Modify your Dreamcast ? Oh. behave!

After four long, import-free months, US Dreamcast owners can rejoice: An international cartel of hackers has finally devised a mod chip for the Dreamcast. Much like its Playstation equivalent, the mod chip allows DC owners to play all Japanese games on their US systems (and vice-versa), completely swap- and hassle-free. The catch? The chip must be installed by a professional which usually means shipping your \$200 system off to a random address in the middle of nowhere so some guy with a beer gut and a fly swatter can poke around in your console's guts (unless you're very confident in your soldering ability, in which case you can order the chip and accompanying instructions and install it yourself). The whole process is estimated to cost gamers a mere \$55-60, but this does not include postage or shipping costs (or sundry expenses that even we can't anticipate).

The good news is that Sega has no current plans to combat the sale or use of the mod chip, which means that all of these shady-sounding dealings can be accomplished within the law. Because of its belief that the GDROM format can be copied by only a few plants in the world, Sega feels sure that software piracy won't be an issue. Well, okay, Sega. If you say so. One of the retailers offering the modificiation service is an online mail-order

site called National Console Support (www.ncsx.com). You can ask also ask your local video games shop for other online listings. The 'change' is available only to gamers with Asian, Japanese or US consoles, and it's only for use with NTSC competible games. At any rate, this is certainly good news for gamers who want the latest and greatest from the Far East-and for early-adopters of import systems who don't want to start domestic.

SHOOT FROM THE HIP



















espnthegames.com nba.com

Future Perfect The Chewy Insides Send an editor to Japan

during the launch of a Sega game (in this case, the mah-valous Space Channel 5) and watch him come back. with a playable demo-two weeks before its releasel-one gorgeous Japanese Official DC Mag and two mini-tees just big enough to fit a stanving toddler (or a supermodel).

The Hard Candy Coating Cost the price of a pair of sturdy kneepads. We begged SOJ for these goods.



Team Rocket The Chewy Insides

File under Japan sets the coolest swed For the release of Sonic Team's Chu Chu Rocket, Seise packaged the game along with a limited-edition transparent grange OC controller.

The Hard Candy Coating Chu2 hts the US in March, but don't count on this prize to make the trip, it's available only in Japan for ¥5,040 (\$50 US).



All the swag that's fit to print, and a bit more for good measure

s if the fame, fortune and ornamental supermodels weren't enough, we videogame journalists get to indulge in a bit of post-Christmas tchachke-collecting, to boot. This month's stash comes from our recent trip to Japan, where we raided several unsuspecting shops for all they were worth (or perhaps the other way around, considering how much cash we blew along the way). We've got clothes, calendars, and even some shirty laminated paper

I'wart a minute, we paid 6 billion ven for that paper..."). But the trump card in this month's stacked deck is, without a doubt, the gloriously pink Hello Krtty Dreamcast. We all agree that there are few things that impress a girl more than a guy who plays videogames with his pink Hello Kitty and Friends DC console. Chicks dig it. Ob. and if anyone out there hannens to have any extre fame, fortune, or supermodels to spare, please send them our way. Ours were rented



Sweet Dreams The Chewy Insides White perusing some of the shops in good of

goodles sitting in a store window. An inflatable pillow (with feathers insidel), a plastic tumbler and a nifty DC clock for reminding you when to take a break from an all-night gaming bender The Hard Candy Coating Amy of

(and you should see the late feas).

the items shown can be purchase

through Sega Japan's website, but you'll need a credit card and a conversion chart for Yen. The pillow costs a more ¥1500. and the tumbler ¥350. The clock? We haven't a clue, unfortunately,



were lucky enough to have attended the Sega/Red Co. press event for Sakura 2000 Project's fanfared unveiling, a special commemorative hard-cover book and cellphone heard from otakus around the world

The Hard Candy Coating Special press nems. Definitely not for sale

Chao, Hab

The Chewy Insides All the fledging Naka be's have 'em: Sonic Team tres, complete with mini-Chaos (oh they're already mini?) marking the front and inside tag for Some junkies across the land. And they actually come in sizes that real people can wear.

The Hard Candy Coating A special treat for games journalists with a Naka fascination that goes bound words. Not for sale. Or maybe for the price of your soul.



Music to

The Chewy Insides A complete soundtrack to a gaming masterpiece, featuring two discs

sporting nearly 60 orchestral jewels for your listening pleasure. A must-have for real fans (you know who you are).

The Hard Candy Coating Available at most import game shops for the cheap (and approximate) asking

price of \$25.



The Chewy Insides After he's spent nearly 43 billion on development, advertising and promotion for Shenmue, why not help Yu Suzuki absorb some of the costs by picking up these cool, limited edition goods—a pack of postcards (left), a SD form VMU chain featuring Shenmue characters (center), or a handy plastic CD case (right/? The art book (center-top) was given to attendees of Shenmue events in Japan,

The Hard Candy Coating While these amazing goods are only available in Japan (where they run rampant), you may be able to find them in your local import store within the \$10-30 price range.



Hella Kitty

The Chewy Insides Email... the last frontier for Sanno and its infectiously oute mascot, Helio Kitty And with Sega's Helio Kitty Imned edition DC package, the mage of

email, too, will soon be trapped like a rat beneath the monstrous paw of this red ribboned feline, included in the DC Keyboard, VMU, one controller, DC

special email functions, and a copy of Hallo Kitty Gerden Panic puzzle game Comes in blue (for boys!) or pink. The Hard Candy Coating

The entire package will cost you

approximately ¥36,540 (\$360 US). subsequent fillings of cavities caused

Eternally Yours

The Chewy Insides what more could an RPG fan want besides a slightly flimsy, totally useless

Eternal Arcadia laminated paper holder? Okay, they could maybe want the game and something oh, I don't know, useful, but we won't argue.

The Hard Candy Coating Arcadia team, we're not oute sure if they're available for sale in Japan.

www.DailyRadar.com



But there are launches and there are launches. And the roll-out of Sega's ultra-hip, dance-'em-up Space Channel 5-as witnessed by ODCM just a few weeks before the game went on sale-was on a truly blockbuster scale, bringing Tokyo traffic to a nearstandstill. The famous neon skyline of Hachiko

Square in shopping mecca Shibuva served as a backdrop for the Jumbotron, a ridiculously huge,

But oddly enough, it was a troop of life-sized dancing Moroliens (Space Channel 5's teletubby-like aliens) who really made the news; sort of. One of Tokyo's biggest daily newspapers arrived on stands with a clever spoof coverpage, which depicted an army of Moroliens dancing through Tokyo's streets beneath a headline declaring a state of emergency. Of course, the truth wasn't any less strange,









UNDER THE GUN

Undercover's femme fatale aims home

our years in development achieving some very lofty goals, Japanese Four years in development activities and the finishing touches of developers Pulse interactive are at work putting the finishing touches of Undercover 2025AD Kei, a 3D action/adventure game aimed at rivaling Square's Parasite Eve and Capcom's RE: Code Veronica-and in more than just the cheesecake department. At the forefront of the game stands Kel Sameshima, a well-armed detective in the Tokyo Police Department, who is sent on assignment to ferret out the heads of various crime syndicates. The game spans several different areas including a bustling metropolis (Tokyo), a waterfront in which Kei will be able to pilot a boat (Bay Area), and a gambling den (Casino).

The main draw, besides Ker's ability to interact with a mulititude of important characters, is your chance to control a number of different vehicles and equip yourself with a ton of various weapons. Therefore, you can expect to land behind the controls of, say, a belicopter, while chasing down crime bosses with an Uzi. And with Pulse throwing in names like DJ Gomi (Space Channel 5) for the soundtrack and Kenichi Kutsugi (manga artist) for character designs, there's good reason to expect a game beyond just an ordinary shoot 'em up.

While we haven't seen anything playable as of yet, the latest screens and art from Pulse show that much of the game will be unraveling in realtime cinemas, as well as action and adventure segments, Undercover 2025AD Kel should be hitting the shelves in Japan as you read this, and we've got a good hunch that the US publisher might be mothership Sega. With some big names in the mix and very promising gameplay, expect to see an in-depth preview in ODCM as early as this summer,

Top 10 Best-Selling DC Games in Japan RCE: WEEKLY DC MAGAZINE (MN. 21) Berserk (ASCIE Space Channel 5 (Sega) SF III: W Impact (Cascoo Seaman (Venum)

Virtual On: OT Gees Virtua Striker 2 Ver. 2000.1 Seem Xmas Seaman (/wegum)

Let's Play Golf (Bottomus) Sunrise Elyutan Gurrse Interes

Heague Let's Make Pro-Soccer Club con

Sonic Team's Rocket Blasts Off

's multiplayer phenom





Garnaries decent applicate from the respected Japanese carried pub Weekly Familton, Yu Suzuki's Shenmue spaced 33/40 upon its Occember release. As one of the most

anticipated games in Japan, the three GOROM set (which includes a Shanman Passport GOROM as a fourth dischalso saw one of the most successful preorder compalgns ever. Hop on over to our 2000 DC Coming Soon facture for more news. Atlus' hack'n'slash surprise Maken X gets the ODCM treatment

Marks the Spot

When Atlus announced an unusual, first-person action game called Maken X, critics were skeptical. It seemed unlikely that a company renowned for its quirky, yet popular RPGs would be able to pull it off. But Maken X surprised everyone. How did it happen? ODCM stopped in for a chat with creators Cozy Okada (Director of R&D) and Kazuma Kaneko (Art Director) for answers.

OOCH: Why did you choose an action game, not an RPQ? Cety Okada: We have never been focused on developing only RPGs with the Megami series. From the beginning, we were always, thinking of how to introduce more interaction into our games using the Megami Densetsu

world. As one of the oldest and most famous series in Japan-Barting on the BRIT Famoomi—we simply left we were still too Imbide to take it to the next level. But when Segs gave us the specs of Dreamcast, we knew we finally had the capabilities to design the type of game we wonlied to. Thus, Maken X was born.

OOCM. Where did you get the idea for Maken X?

CO: Maniny from the Misgant senies seals. All our efforts were focused on the idea of Maken, right from the bigmining. Kiszuma Kineeko: The hero in Maken X is a legendary blade called: Maken, or Mage Blade X is a legendary blade called: Maken, or Mage Blade X is OOCM. It wasn't inspired by The Matrix, for example?

KY: That move is qualt proper. CO: Viss, lehelp it was

released, the project was almost done, but I would love to have seen it much sooner (Laught), 000 During all these years, we've been building a complex world with the Magami seran, developing such concepts as the Sould-Alacker, relevon's (Segs Saturu, the Messain theme, etc. When I want to say The Adul's', less surprised to see how many serifiadrides there were with our project. If Makker X were to be adapted ento a movie, it would be vary like The Matrix.

KK: In a word, power-not in terms of strength, but rather



"Maken X is the true here of the game." - Kazama Kazeko

intelligence; how the player reacts to the environment in order to tnumph. Maken X is the true hero of the game. It's a legendary blade, like Excellbur or the Muramasa. OCOM; will the US version be different?

KK. The graphics will change, in order to take into consideration a few cultural points that could be harmful. Concerning the game options., CC No, they are the same in both versions, KK. The most difficult part of US localization is the sound. Since all characters have spoken dialog; it must be recorded in English.



The X-philes: Cozy Okada (right) and Kazama Kaneke (left). OOCM: What do you think about the other first-person action titles in the US?:

CO: This game is different-I really want to note this clearly. Maken X may look similar to Guake, for example, but the gameplay is totally different. In Quake, you shoot enemies from a distance, Maken X is more technical, more interactive. Plus, the story is important. In a classic firstperson action game, you have an unique scenario and when you finish the game, it is over, Maken X has a genuine multi-story system. It is not a simple choice of Yes or 'No' in a dialog box like some games. Depending on who you have brainiacked, encountered or fought, the story is always changing in real-time. You can also decide not to fight, and simply slip away. So each time is different. OOCM: Which game do you wish you had made? KK: I personally wanted to make House of the Dead 2. I love the atmosphere! I also like Robot Taisen, I can't wait until the release of the DC version. CO: For me, it's Zelda-the 8bit version and Zelda: Ocarina of Time!





Boy meets Virtual Girl amcast becomes the hot spot for dating in 2000

lough it was never released in the US for any platform (barring an ill-fa A PC attempted for PM2), the Princess Maker series has enjoyed plenty of success in its native land-for reasons that only a Pokemon fanatic with a penchant for underage females can truly understand. But lucky for importers (and the aforementioned deviants), the resource-management sim Princess Maker 4, in which players raise an adopted daughter from infancy to womanhood is on the way to Dreamcast-courteey of Nine Lives, the company

responsible for Princess Maker 3. (Whoops, only eight lives left! -Ed.) So far, little is known about the fourth installment in the PM series, but you can expect to be able to choose your little girl's diet, schedule and future career. If you're a good father, you'll raise a princess-but bad daddies will rear a dreaded minx of darkness (complete with leather lingeric and a mouthful of naughty

innuendo, we're sure). Princess Maker 4 is scheduled for a July release in Japan. In the same sim-related vein, NEC interchannel will finally release the second chapter in its wildly popular series, Sentimental Grafitti, at the end of March (just missing the one-year anniversary date of its Saturn predecessor). In the original, you play a high school student who receives a mysterious, anonymous love letter, and begin a chase to figure out who sent it (the grueling detective work includes dinner and dates with twelve girls from your past to find out who the author is). The sequel promises extended gameplay length and more dialog. Romantic hijinks and comprimising positions will most likely ensue

While the likelihood of either of these titles making it Stateside is slim to non you lucky (or lonely) importers may want to start brushing up on Kanii. Your Japanese Dreamcast is suddenly the place to grab a date-or to raise one.

Unlucky Seven

serves up a new piece val horror pie with



he drought in DC gaming has now been quenched with The grought in the gamming men from the second as lew of new titles, including Shenmue. But what other games have bounced off Japanese shelves? Read on to find out what notable titles are now available for import.

WHAT'S THE DEAL? Treasure's much-anticipated shooter finally hit Jepanese OCs in Docember and it didn't disappoint. Frenetic, fast-paced 360' shooter action that fans swear by. Check it out. WHAT'S THE DEAL? Warp's labor (and labor and lebor) of love had finally been released, and the result is

intripping, if not a little slow groud. As Laura's awan song, it's worth a look, WHAT'S THE GEAL? gamers to control the life and times of e young men named Noji Taibol by manipulating his living environment: e 15 by15 foot studio. Cool.

WHAT'S THE DEAL? With perfect accres ewended to it in Japan, V0.07 is aroade port perfection, but Twin Sticks are a must.

'S THE DEAL?









and see it for real at

sega.com/games











With a bit more OC experience under its bett, Sting is eleased a much more evolved rele-playing experience with Evolution 2, with highs level of intoraction and flood dampion layouts—finally! A Oreamoust RPG has come dampion in a processing the common of the common of



Mutate Survive

Sting's RPG Evolution climbs another level

With the US release of the original (courtes) of Usherd 1 still refah in gamers' minds, Stiling has slipped a sequel to Evolution under its best with the Japanese release of Evolution. 2. More than a follow-up, it's a fulfillment of the company's initial development goals for original country of the company's initial development goals for original country or the still response to the still respect to release, the title in time for the Japanese DC Isanch. Now, in its second incurrently in the game's evolution

Is complete.

The center of Evolution 2's ingame world is the twon of Museville. More townspecified in the two of Museville. More townspecified where been deded interactions with where the added interactions with which shops from which characters can be whose from which characters can be whose from which characters can be compared to the carbon of the properties of the compared with the cright w

dungeon crawler.

But the most marked changes are in the dungeons themselves. No more randomly

generated dungenors and traps: Strig has incorporate bigger maces with read designs, so players can cruste through previous dungenos with a good lide of the leyout in mind. Fixed dungenos with a good lide of the leyout in the post dungenos with a good lide of the leyout in mind. Fixed dungenos also allow for servents to take place during exploration—and for a new camera view of the action, as well firstead of the overhead viewpoint used throughout the original, Evolution 2 Implements a much more active camera withof follows closely

behind party members). The game's system for finding items and opening chests within dungeons have been samilarly modified. Tressure boxes are now hidden, and additional secret items can be found by using the VMU during games. While the battle system show the remained rought is same (with FP and TP points determining which salles you can maket, among which salles you can maket, among the things), many of the new features help to make Froblich or 3 stronger title.

RPG fans who might have been disappointed by the original game's shallow traits would do well to give the sequel a shot. Of course, there's no news yet on when (or whether) Sting's new brainchild will make it to these shores—but keep those fingers crossed.



decentive and Tomme, Inc.
Hudenesset announced it is evokeping an exten RPG for resonance, for france Visited any left, in Figure 1, and in Fi

Aspanese developes, Quast, is runnesed to be working on a Desernoist version of its NG4 strategy RPG, Ogne Bottle, Nothing official, yot, We'll keep you posted.



a action than a bag of cats, and more than a turnbased affair. LB is headed hom-

Blade Unsheathed

East meets West in one of the first US-developed DC RPGs, Legend of the Blademasters

When US publisher Ripoord Games announced that it would be shifting its focus from the PC world to console gaming, Dreamcast became its first target. And the first game out of Ripcord's gate is the US-developed RPG, Legend of the Bladomasters.

Taking piace in a 30 universe, Blackermators occinates a cife fantalsy world in which political strife has (once again) caused the downfail of the ruling empre, end given rise to a land filled with choice and war. In the resulting maybern, a young man named Erik stundles across a magical basise and unwritingly becomes the hero in a struggle against the "Guardians" are seven blades which, when collecting, gimes there was revern blades which, when collecting, gimes there was refer high the control the world, Not exactly great news for Erik, but certainly a great opener.

Despite its anime-influenced character oseligns, the other system is skewed to actor, festuring easitime combat and a fissible carbent system which behind the back cinematography (a la 2469). And games can also expect by things in the multipliper department, with up to four different characters weaked for gameplay. Expect Legond or the Bludensites to this home sometime in March.

Earth Angels

Global A's Innocent Tears puts a new spin on that old favorite, Judgement Day

eping to bring some life to Dreamoust's starting; RPG ger lin Appar, (dobtal & Entertainment has thrown its hat into he ring with the decidedly bizarre title disacced Feors. It's the story of its battle between Earth bound argics, who's likes up creations in the case accelerate, settler of Tokon. As a likes up creations in the case accelerate, settler of Tokon. As a



arrais acct of angles decided so united and recont-including an angle framed tribination, who is seein go scene or only human but the woman who was once his lifeting leve. And so, the attention battle begins. With his but is springer of Innocent Rears is destry modeled offer other grid based field combat this side Shaking Force. Players must build up their portice of angles and choose outboat during set turns for each characters. Operaring

concuss several moves coring a term and oven to use the environment to defeat the exempt new stells and spells can be acquired when a character levels up. When its complex storyline and some very intriguing features, insocent fours hopes to shape benifies attend to dentalize the some

PEN AND PAPER

I've git a bunth of questions for you. MIR's did and things own bin I this run PRO (IV. Mark on it Mir's All you and Mir's All you would not their on PRO (IV. Mark on it Mir's All you you for the Dearness, do you hank they will be liking rince Peystates will be contrig out in Jean pretty soot? When will Black M. All whether to culf Do you have any dise wheth. I will be about, since it will be in Jean Fefor the Merkey S. Merkey's S. Before S. Sequiritementity.

thing has been announced concerning a 'Sonic RP mora began before the release of Sonic Adventure with Yuli Nake referring to the game as 'Sonic RPG (because of its story alarmants), But no upcoming Sonic titles will be rote-playing skewed. Bummas that's a metter of opinion, Kahin. The first chapter of Shenman is only the first in a list of office has the Sign is primarile, and if I amy institution of how the ratios principle and it is not obtained and one placety of Japanese gamese. And let's not forget Eternal Areadis and PSO. But what the spooning system wan should do for us, PPO fans, is assure that there will be placety games around for at the place on contrate, Nether.

Import DC, the game is out in Japan and ready for play.

The fate—and Indeed, the nature—of Luner 3 is attll banging in the balance. We currantly know rething about it, and it bank were been confirmed as a tide in additione (a)though we're plants your it is, We'll have to well awhile for Gams Arts to show any of the DC cards that it's got up its aleever and that







DR. HAWKINS

his brithant puzzle solving creates weapons of insane destruction. A mind is a wonderful thing to waste aliens with!

KURT



Rever before has the world known a better team than Max, Dr. Hawkins and Hurt. They make pitbulls look like wusses.

Save the universe as you take these unlikely heroes through massive environments that immerse you into eccentric and amazing worlds.

·Play as 3 heroes, each offering a different gameplay experience.

Battle with unorthodox munitions like the
 Black Hole Grenade and Atomic Toaster

 Humorous storyline unfolds with each level all the way to the spectacular grand finale.





Presumed Guilty As Superson is used as a State This

Arc Systems is up to good—again. This is one sequel that a parent game can be proud of.







While Are Systems may not be the name on every 20 fighter's lips, after one look at the labest screens for Guity Gaer 2, they very well should be, in fact, the original in the series is pretty mush the only recent 20 fighter that would notually give Capcom's best efforts a run for their money. A OC port of the game is already a certainty.

With its spooming spring releases.

Via of Marvel × Rogiona 2 (in the plans, Capcom 18 to the plans, Capcom 18 to the plans, Capcom 18 to a 20 rampage—but Arc System Worst is throwing down the gauntiest with its follow-up to the '98 Physikation weapons (fighter, Guilty Gear 2, many of the original characters have reassembled in order to discover why the 'Gears' (a reace of Hoism-Calancia warriors are of Hoism-Calancia warriors are of Hoism-Calancia warriors or magic), have beginn to revawhere, even after the death of their creator, a vitilina named Justice.

The original fighter featured a host of memorable characters and included practically all of the trademark features that could be found in a Capcom series, fike airruggling combos, chain hits, etc. But a single feature-the one-hit KO desperation attackseparated it from the crowd, by allowing players to power up their characters and, regardless of the amount of health their opponents had, knock them out with a single move. For Guilty Gear 2, Arc Systems has done away with this desperation attack in order to avoid throwing the fighting system out of balance.

Instead, the developer has opted for one-hit knock-down moves, as well as side-stepping counters and dash attacks. The emphases of the game will be on combos and skill rather than on the desperation attack, with characters able to perform multiple attack chain hits and a ton of other specials.

From what we've seen of the game, expect Guilty Gear 2 to be one of the best looking 2D fighters to date, as well. And with a near-concurrent release date for arcade and Dramcast versions, fans will be able to test the results for themselves in April.

















t the end of '99, fighting fans received a timely treat for the holidays in the Heroes. A follow-up to the phenomenally successful arcade/DC original, Marvel vs. Capcom 2 is set to up the ante on 2D fighting games, with a host of innovations and new features.

The most notable change from the original will be the inclusion of a three-onthree Tag Battle Mode, which allows players to switch between heroes at any time during a fight. In addition, since the game allows up to three fighters on a team, a Variable Combo system will be introduced in order to give fans a chance to triple up on three character combos-which could possibly reach into the hundreds? Think of it as a 2D version of Tecmo's DOA2 tag team attack, with one more character in the mix, if you combine this with Capcom's plan for seamless animations and lightning-fast response times-well, we think you'll get the picture Aside from sameplay. Capcom will also introduce some new (and even

original) faces on the fighting roster in the form of a female pirate named Ruby Heart, a monkey-girl (yes, that's right) named Son Son, and a cactus-like humanoid named Amingo. All original characters will join up on the Capcom side along with Anakaris (Darkstalkers) and Hayato (Star Gladiator 2), among others. On the Marvel side, new faces include Doctor Doom, Cable and Iceman. But these characters aren't the only ones to appear in MyC2: plenty of the fighters from the first game will make return appearances as well. Expect a full preview in the next issue of ODCM, as the arcade and DC version are expected to hit Japan sometim around March-with a US port just waiting in the wings, we're sure,

SEGA'S GOT NEXT

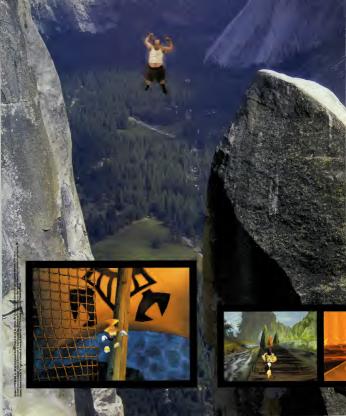
he next step in the Virtua ies takes it to the line





It's a trucking sim. In the game, players of ides a gearbox and a senuine 48-cm l to high scoring truckers). But don't expect an ash from start to finish; you have to drive with the ost care to guard the contents of your rig. Import







FLY or DIE.

Fly, swing, dive, climb, and battle at 60 fps in 54 levels throughout 21 immense worlds ... or die trying. It's that intense, even the graphics are heartstopping. With all new bonus levels, multiplayer mini game, and internet downloads. it's the 3D adventure to die for.

















Mummies. The Undead. Ancient Curses. What's a nice girl to do?

LAST REVELATION

Meet Lara Croft.

Beauty, brains and brawn

of Tomb Raider: The Last Revelation.

Out to save the world from

a deadly curse, you can bet

it won't be with her good looks.

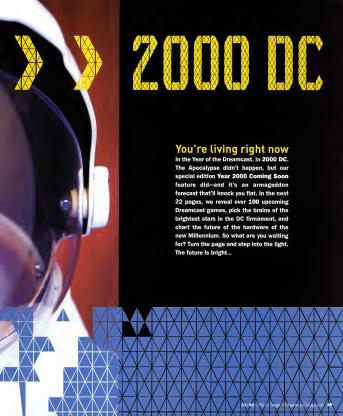




Sega © Dreamcast









Well, I don't think polygons are everything. Using more doesn't necessarily make a better geme. I mean, the fun doesn't increase proportionately with the number of polycons! I'm chasing the next generation of interective How much potential of the OC has been used so far?

Light up that disco ball, and get ready to shake -> How Big? What other game can boast the

ng of Pop as a cast member? Okay, so there's

t isn't going to make the braingells work overtime, but Space Channel 5 is the coolest game we've ever seen. Its 'anchorwoman' Ulala (fans of dance music will recognize her as the long-lost CGI twin of Dee-lite's Lady Miss Kier) is enough to prove that good things come to those who wait-for 500 years, at any rate, since she's a star of the 25th century.

But Space Channel 5 isn't cool only because of its delectable heroine. Or because of her Dee-liteful hotpants. It features a gang of cool aliens called Morollens, a Keith Haring-meets-Teletubbles race of creatures that have invaded our spaceport. And cool CGI '60s sci-fi backdrops, merged with realtime polygons for a unique look. But best of all, SC5 has cool music: brassy, stylish, retro tunes, with some classical themes and even a touch of techno thrown in. If there's

one thing this game doesn't lack, it's funk So on the surface, Space Channel 5's got the lot. But what's it all about? Like most rhythm action games (such as the latest Naomi addition, Samba De Amisto). the gameplay is based around a simplified version of

This game is about love. So every



don't you think?

Our new stame is using almost 99.5 percent of the GOROM, and we're com-Notice CO or MO music with MIOI sound-obes we've using new technologies such as AOX, running polygons over CG How do you feet about the online future of the OC?

I think that if names are mine to be colleg they should be colleged

Five years ago, I felt that it would be something special. Now it just seems

His another year, I don't care about 2000, but I'm interested in the future-I'm hoping it's going to change people for the better.

If you could travel in space, which planet would you visit first and why?

I thought I saw a UFO over Tokyo in my childhood, but I think there's no reality to things like this. Anyone could be an alien to me, nobody knows

If you had to fly off into some with only one stame, what would it be? Seamen. I'd want to talk with somebody, especially if I was alone In the 25th century, do you hope women will look like Ulala

We'll be thinking about network games next year.

I want happy technology! (contented juice squeezers?)

It's everybody's hope, not just me. She's a very cute girl

I want to go out to the desert again.

Venus, Why? Because she's outel













your groove thang.

developers have duly obliged

'Simon Says,' You watch the moves made by a Morolien chorus line, and copy them when it's your turn to dance or shoot-zapping the little buggers and saving a few people while you're at it. Liberated humans become your dance posse behind you, in a kind of spaced-out, spacey version of Fame And it's great fun, It's the first product of Tetsuva Mizuguchi's team of designers working under the banner of Dept. 9, one of the cooler divisions to rise up within a revitalized and restructured Sega. Hiding out in the heart of Tokyo's fashionable Shibuya district, they've been hard at work on SC5 for almost two years (the game was finally released in Japan in mid-December; see DCWorld for full story). Oddly enough, while nosing about the Dept. 9 offices, ODCM couldn't help noticing a signed photo of Michael Jackson. Apparently, he's a big fan of the game and

asked to be included as soon as he saw it (as an allen? -Ed.). The

day I am making love with Ulala!" << Mizuguchi*









→ How Big? How be were the first five years of This is the first same to place players in the real However, he also pointed out that there's nothing to

→ How Big? How big were the first five years of your life? This initial chapter of Shenmue is Sega's prologue to an epic that may never be mailed.

hree years in the making, the

magnum opus of Segá's legendary desegner
Yo Suruki is the biggest and most beautiful
Sega adventure yet. Shenmue couldn't be more epic if
James Cameron (a.k.a. 'Ning of the World') was the
lead programmer and John Williams wrote the tunes.
Already out in Japan and due out in the US in Q3.
Shemmue is carringal good portion—reportedly, a \$20

Shermure is carrying a good portion-reportedly, a \$20 million portion—of Sega armund on its back, along with all of the beggage of its unfeasibly huge development team. But no one really knows the true extent of Sega is commitment to this title. In marry ways, it's a long term experiment: a fusion of ideas that look potentially expicese, which could revolutionize the areade adventure.

This is the first game to place players in the real heart of the action, providing an amazing degree of freedom and a virtually limitless scope for exploration. Its massive world spans the Far East, covering Japan, Hong Kong and mainland China. And there are over 200 includent characters with whom you can interact, i.e., converse and/or flight with.

Les, converses entry or light mans.

OBCM paid to Studied in visit, to get the fow-down
on his labor of love just days before its Japanese
releases. Seterling out the structure of the game on a
whitebband, Suzukie-sen explained that the story's
mortisation—here Ryo Hazukif's desire to avening his
father's death—was conceived so that players could
explore the standard without washing to borruch time.

stop players from spending considerable amounts of time in certain places (the game centres and site. machine houses are use to be favorite locations). This type of game has never existed before, so you can't really compare to it or arything else, 'Suzuli-sain points out. 'It provides users with a virtual reality cyberspece where they can explore a small world.'

There's so much to see and do in Shermule that It'll.

There's so much to see and do in Shermue that It'll be ages before we've even scratched the surface of lapanese version (of course, our knowledge of Japanese is protty dismal). But with an endless Spring and a long, hot Summer between us and Shenmue's US debut—we'll learn while we wait.

"I can drink Mizuguchi under the table



When the Forever Man stepped onto the Genesis pletform, he left a deep impoint. The DC sequel trave to the nether reaches of the underworld (i.e., Hell), focus ing on boss lights and action EDLYSHIC TUBE IN THE SECURITY OF THE SECURITY

then seal their doom by sending hungry space cats into their rociets for explosive results. First class entertainment from Sonic Team.

se entaranners (etc., 460,040) - FALL

Start with a sewect-tempere coc and and features like multiple abilities, puzzle sold searchess graphics and clab boas formulae, and you've gene. Ristessed in q1. 199

Ex, the self-proclaimed M plant comes to Do in Q3

2000. The Q3 sold search and clab bad.



empered 6
res like
zzie solving,
and classic
you've got
Q1 '99 for
med 'Mano







WEF- SPENE

I is back and stranded in
Janedian fundra, along
mutants and survivors of
nine crash. Rise frucks or
imposites, and hunt show
a and cinition to stay
, if is addictive—and its die engine is dismittically
valide. Look for it to arrive

prince APOCAL YPSi 39/NERGISE-SPANO 03D's new action/RPG g shape as a horse of a rector. As Anna, the ile protagonist, it's the ir's job to take a sword suit a swarth through













COMINGSOON 2000 DC



DC Heroes

YII (SUZUKI)

ODCM Do you think 2000 will be a good year for Decancast?
Yu Suzuki I do have a good feeling about this year. It's doing greet in
the US merket, and I hope that will continue.

What do you think the next generation of DC games will be like? If we can find fan ways to use the network, we'll see some progress there.

How much of the machine's power has been used so far?

If the libraries impose, then better games will probably come out. By
the time Sheemus 2 comes out, i think we'll be getting twice the performance out of the machine.

the time advantage of comes con; many will be general twice one performance out of the machine.

What was your favorite DC game of 1999?

I don't get a chance to play games that much, but the DC version of Virtua Stoker in a treat title. I recommend It. Also, I like Pure Plane.

Virtua Striker is a great tills. I recommend it. Also, I like Puyo Payo. An there any Effect that you're looking forward to next year? Shemmer 2. atthough I can't say when it's coming out. Also, I'm looking forward to some US-developed sports games.

Here as you reel about the contine nature on the DU? Rather than network buttles, I see the notwork's purpose as an extension for games. In ternis there are big titles like Winnbedon and the US Opes. Well, we could make a ranking system for our games though champlosship tournament, seery six months, with different agention for each tournament. The first prize could be a trip eround the work's or consoliting.

What does the year 2000 meen to you? Nothing spotel, it's just like any other year. In Japan we here bad lack years—and unfortwartely, 2000 is a bed lack year for me. But I don't take this staff too seriously. It's been somewood that our department will sepecate from Segin exit year, so we can say that our new company was established in 2000!

Do you have any New Year resolutions?

I would like to make this new software company the best company in the world. Not in terms of profile—we can't compete with Microsoft!—but in terms of being the best place to work end the best source of

exciting new games.

Are you excited about a technological feture?

have to be pretty ament to play this one.

i don't get existed very often. And you can often feeceast what valences in comparte rechnology will be made year by year. Anywey, the exciution of herdwere usually fallows the evolution of software.

If you coald bewel is space which planet would you will! first and why?

If would like to truved to where there's a outstree—an intelligence.

Do you believe is extinctionable?

Yes, there's definitely intelligence out there. I think it's as obvious as a Ferrest having to be red. If you had to fly off into space with only one goese, what would it bs? Manhoog, because it's the best game in the world. The atlens would

LIVE FROM JAPAN:

HANDS ON WITH SHENMUE

ell, for once the zealots were right. The hype about Shenmue has proven to be nothing less than corroct prediction. Yu Suzuki's team has created an absolute marvel of superlative graphics and sound, set against a compelling backdrop of lintrigue.

The moment you bedu up the game you're sucked into a vivid, comvioring model of a happense town, Insibilited by a thirring population of odds, three-dimensional characters—all contained in your Dreamcast. They blike to work and one the store, such out hat one eighther sail products to sucknowns, with 10 call has a bux at launch, and trudge weren't home at the end of the day. Stop to sak a man a guestion, and half awenry out, And if the earth, All fail for you to one of his NPC (Friends, Speech is statily authentic, the sound effects are spoten, and there are times when the incidental multiple—after we say?—emotive, indeed.

Shot from a stock adventure game third-person vewpoint, the game's camera work is not skinly and the mix of "the righting" and quick-press (the gaugenous produce an experience as close to an interactive movie as you'll find anywhere in the best of all possible works. Out scenes are taken from multiple camera angles in order to keep repeated sequences (like catching the bus) fresh, and they always seque brilliantly back to poliver control.

BUT (And you knew it was coming, didn't you?). Unless you were born in Japan to Japanese parries, we say. With of the Us release. Shammus is an adventure game at heart, and if you can't understand what the characters are saying, you're making 00 process of the action. Soil, the success of the first installment makes one point very clear—the OI: is capable of inspring games every bit as enthralling and involving as those other titles promised for FS2.







DC Heroes

ODCM Go you think 2000 will be a good year for Ore Yuli Nake Of course, ves. As Organicast goes into its third year many titles will take advantage of its online capabilities. I intend

I believe that more than 50 percent of Oreamcast games will use online features.

What is the Oreamoast title you are looking forward to the most

Personally, I'm looking forward to my Phantasy Star Online best. But I am also looking forward to seeing new types of games coming from both inside and outside of Japan.

What games are you playing right now Shearner. This title really is a new type of game! What kinds of games would you like to see more of?

Games like Seaman. I think it really shows a lot of originality. I would like to see more games like this, that nobody has ever What will 2000 be like for Sega?

As you know, Sega will segregate its R&O division, and make independent R&O companies. This will give Sega's creators many opportunities to long forward.

Absolutely, But I am a little sad about the year 2000-I had

anticipated that technology would be much more advanced Do you believe in extra-terrestrials?

Allers? Yes, I want to see them. I want to do something

Suzuki under the table any day of the week"





-Viciously entertaining blend of fantasy and action..." - official Draemcast Magazine
 - "...the slasher that die-hard action gamers crave..."

 -IGN Dreamcast.com
 - "A great looking sword and sorcery epic with a deep combat system and a strong RPG flavor..." -NextGen

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DC Heroes



Sega's new flight of fancy prepares for take-off

-> How Big? As the first internally developed RPG nat's possible for the new generation of role-plays

ou'd think that with titles like Sakura Taisen 3 and Phantasy Star Online in the Dreamcast pipeline, Sega's RPG production plant would be running full tilt. But the beautiful Eternal Arcadia is quickly taking shape alongside them-and if your midnight oil isn't already burning, it will be soon.

What makes Eternal Arcadia worth getting so roused about? Project boss Reiko Kodama (who previously worked on the Phantasy Star series) had the answers ready for ODCM. "For a start, we're proud that everything from the credits onward is done in realtimethere are no movies stuck together. Also, we've taken advantage of the Dreamcast's power to create a vast sky, as this is the main feature in the game where everything takes place."

The game's scenario is much like a fantasy version

of the Age of Discovery, only the ships fly rather than sail. You decide where you want to go, and then you physically have to steer the ships like you would in a flight simulator. Soaring through the sky is an experience that we think players will sayor," suggests Kodama-san with a touch of pride

The promise of dynamic battles where "it's not simply a case of facing your enemy and waiting your turn" is enough to get any role-player pondering potential in a tried and tested system. Arcadia's battle system sounds more like a free-for-all. There isn't any distance between the characters in our game, so the fighting shown is constant, rather than in stop/start form," explains Kodama-san. "It's more in-your-face than most RPGs."

With its airborne battles, cool characters, and mysterious items like 'moonstones' waiting to be stumbled upon, Arcadia is sure to be a delight when it's released later this year. Now, of course, all we need is a whole new Dreamcast chapter for Panzer Drastoon Sasta. It's never enough, is it?

All the gemes that have appeared so fer heven't taken advantage of the Droemoest hardware-I'd like to see some that really push it to the mex. eccessing new power. Also, I'd like to see focus on a world network for the Dreamcast, and not just separate territories

What did Yu Suzaki sey? [50 percent-Ed] Well, we egree. 80 percent. We're very excited about the planned release of the third installment

What was your favorite DC game of 2000 and why?

Guru Guru Orsen-there's e great feeling to playing this game with four people online. We all spend entire weekends playing this, which shows how earliest the colleg potential is Dunness and to undesettinate the

title, and now everyone's pleving its What stames are you looking forward to? Space Channel 5 and Sharman They appeal to different markets had both are exciting new titles for Sega.

Do you have any New Year's resolut I went to keep my home page up to detc. Also, I want to pay more

attention to my family. I've been so busy with this starre I think they If you could travel in space, which planet would you visit first and why?

be a very special experience. No doubt about it. If we exist, then there must be other life somewho If you had to fly off into space with only one game, what would it be?

If I had three other people with me, I'd be happy with my mahipud "RPGs aren't just for sissies, man!" << EA Team*









COMINGSOON2000 DC



Get extra sauce and no cheese at Sega's new carzzeria

→ How Big? Segs GT looks to be all that and a bag of bolts. It's got max fan impact—but after a hands-on demo arrives, we'll tell you how it truly rid

efore you ask: no, we haven't played it yet. Or seen it up and running, for that matter. Yes, we may have traveled all the way to Japan to meet the people developing it, but with completion of the Japanese version a priority and a US model far from finished, Sega has decided to keep us in suspense-and out of the development room. So, like you, all we can do is stare at the screenshots and try to magine them moving, (Randy, fired last episode-erissue, tried to simulate some in-game motion by blinking furiously and shaking his head from side to side, but ODCM security called it an overdose and

escorted him from the building).

There's some good news. We've bagged a load of hot new info, showing that GT is shaping up to be the most sophisticated Sega racer yet (yes, it even beats Yu Suzuki's F-355 Challenge Ferrari coin-op). For the past two years, 40-plus designers have been toiling to make this the definitive motorsport simulation. And when you consider Sega's racing game heritage, you can understand why we're more than a little excited.

"One of the biggest features that we want to push," says Hideshi Tatsuno, the man in the driver's seat/chief director, "is the 'Carzzeria' [Like a pizzeria, but for cars. -Ed.]. This is a fully customized car workshop where you can design cars from the ground up and create your own masterpiece of automotive engineering-right down to individual parts in the engine."



PUBLISHER SEGA | RELEASE FALL 2000 | GENRE RACING















"My cars have big back seats!" ‹‹ Hideshi Tatsuno*

ODCM Why will 2000 be a good year for Draze Hidashi Tatsuno 1999 has been a big year for Sega. Doing so well in the oversees market guarantees a big market for games in 2000. What do you expect the next gangestion of DC games will be Ske? I'm beging that the network will be well-used. I'm also hoping for games that the whole family can sit around and enjoy.

How much of the machine's power has been used so far? I can see a point where the Dreameast's power is fully exploited. but I don't think that this constant pursuit for ever-better technolo gy is a healthy thing for game developers.

What excites you about Drumenst development in 2000? Graphically, it will continue to stan everybody-but I do have some concerns about the developers' armironment; we have to go out and do our own acurolog from books or film. A natwork library of rasources would help a lot and save us valuable time. What was your favorite DC game of 1999 and why? Let's Make a Pro Sooser Club-I like this type of simulation and its

What games have you been playing recently? Mario Party on the NG4. I can play this game with my family. How do you feel about the online future of the DC1 I think the network is an important aspect, but the modern is a bit too slow and the server is still beying problems. I'd like to see more tightly produced software that exploits it. Something like Diable is definitely possible.

Do you have any New Year resolutions? Dietf I set stressed out with work

The full implementation of original physics data from the car's manufacturers means that the slightest change in the workshop will affect the handling and performance of your car.

Comparing this level of customization to the one already seen in a game like Sega Rally 2's Ten Year championship mode, for example, is, in the words of Tasuno-san, "like comparing adults to children." If you consider all of the technical configurations, there are a total of 20,000 variations possible. Simulation is so pinpoint accurate that you can design your car's performance specifically to beat the peculiarrities of a friend's car-even if the other car comes from a different manufacturer (GT currently includes cars from nine Japanese manufacturers:

the US version will add foreign cars). Graphically speaking, G7 is far more than a tuned-up Raily 2-it's a whole new level of rendering. Developers claim to have spent over a year working on the visual effects of the cars alone. The result is a game that both looks and drives like there's a million dollars under the hood-and we don't need to play it to believe it.















Back by popular demand: Chicks with Kicks!

-> How Big? Pretty girls who can whup your butt a ockbuster potential. And it comes through loads of options, depth and visual finesse.

you were lucky enough to grab a copy of our last issue (ODCM Issue #3), you know why we're so excited about Tecmo's buxom brawler. Dead or Alive 2, After a successful stint in the arcades, DOA2 is on its way home with what Tecmo promises to be an even

more stunning version of the game. What makes DOA2 such a strong contender for the fighting crown, in the wake of the phenomenal Soul Calibur? The answer is subjective at best, but we can say that Tecmo takes many of the concepts from its original game (including brilliant reversals, counters and seamless polygonal models) and brings them along even further in the sequel. With newly implemented Tag Team specials, you'll be able to perform group attacks that will test even the most bardoom

fighting fanatic's dexterity. Imagine a father/daughter team like the blond/buffed duo of Tina and Bass. Then imagine swapping between fighters at will during any

point of the match...Okay, that's enough. Keep reading. DOA2 also incorporates interactive environments, which impart a limitless feel to the fighting arena. Players can bust opponents through stained glass windows or launch them into a dive that ends many floors below-the fight will rade on from wherever the onne-

nents end up.

Of course, these days, innovations can only go so far if they're carried by a cast full of ugly mugs. Fortunately. Tecmo has never been guilty of this crime. Expect to be dazzled by the brisk framerate and the smoothest-um-'animations' (read: jiggly bits) this side of, well, the original DOA. Boys, start saving your pennies (and mothers, think of it this way; at least you know where your little darlings are). Time is short-DO42 heads home in less than two months



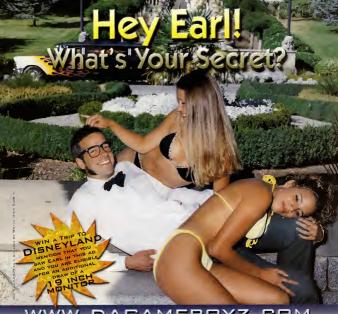
It's the 'fighting system'you're into... Sure...











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COMINGSOON 2000 DC

DC Heroes

OOCM Why will 2000 be a good year for Draum Bacause after such a good launch, many companies decided to start projects for it. Q1 2000 will see more than 50 new titles. What will the next generation of DC gaman be like? Garnes we lake only saw are first reporation garney now

developers know the machine quite well. And network gaming will be a meas market reality. How much power has been used so far? I can't give you a percentage, but just remember the first Mark

on SNES compared to Dankey Kong Country.

Network stames. I helieve that the Dreameast will be the machine that makes network gaming very popular. You don't need to know anything about medems or server configurationjust press the network multiplayer button and play.

What was your favorite DC same of 1999 and why? My favorite DC glame of 1999 is Sonic (But if it wasn't our game, I would have said Yoy Commander).

What games have you been playing recently? I'm playing Speed Devils on DC and Nomad Soul on PC.

What glames of 2000 are you looking forward to? Shenmue, Space Channel S, and Chu Chu Rocket-all on DC. How do you feel about the online feters of Dreamcast? As I'm aware of a lot of dove for online gaming, I can't wait for

What are your Naw Year's resolutions? I'll stop smoking on March 15th. What does the year 2000 mean to you personally

The year I stopped smeking,

Being able to stop smoking.

Of course I am. I always have my cell phone and my Psion 5mg organizer in my pockets. We (or I, for sure) will become more and more computerized and connected. Technology like Blue Tooth will change our relation with computars.

DK 2 is the kind of game that you pick up at noon, and the next time you look at a clock it's four in the morning and you've soiled yourself (again). Unlike Lara and friends (read: clones), this is a third-person action/adventure with its tongue planted firmly in cheek. The game is split between three characters; snipe-beaked Kurt Hectic (the original hero), MacGyver-esque Dr. Hawkins, and a six-legged, gun-toting robotic dog named Max. Each provides its own unique gameplay experience, and together they vary the 25-hour-plus ride guite nicely. MDK2 has the same fantastic sense style and humor as its PC prequel, graphics that will tickle your eyeballs, and precise, perfected control. Play the ODCM demo and get ready for sheer gaming bliss





"We French don't just make good games







in the DEMON'S HAND

→ How Big? As a quasi-first-person shooter with niliar faces, Spawn could be a huge console hit. hat began as a cult comic and soon

exploded into a multimedia frenzy of cartoons, film, toys and various videogames is now due for life on Dreampast, courtesy of Capcorn, Created by renowned comic artist Todd McFarlane, Spawn, a Naomi game since its inception, will release this Spring into arcades everywhere with ports readymade for DC controllers-which can mean only one thing: it's on its way home. Due to the similarities between the Naomi arcade board and the Dreamcast, we should expect the coversion to be pixel-perfect.

The same will feature a multiplayer deathmatch mode, in which players can choose any of their fourteen favorite Spawn characters (ves. you can even play as Clown) and duke it out in an arena with all sorts of diabolical weaponry. In single player mode, expect some adventure elements to sneak their way in, as well-and expect Spawn to be one or the year's biggest hits.



... we also have our оwn toast."‹‹ Frederic Raynal*







DC Heroes

Yoshiko Ukamoto (Head of R&D. Cancom) Recause Cancor will be releasing RE- Code Streeting and a SECRET Though game" under development-both for the DC. What will the most concration of DC cames be like?

I believe most of them will be network competible 50 percent. But if you're talking about the hardware's overall

copacity, including network competibility, I would say only 25 What excites you most about DC games in 2000?

Seeing how the network capability develops What was your favorite DC game of 1999 and why? Get Bass from Segs. I played it like a med men

The aforementioned "board stame." I haven't been able to sleen for more than one hour or two per day; I hope development is How do you feel about the cellen future of Dream

I sensible't say the online feature is perfect under Houseur De-Impressed by the feet that the online feature is being utilized by

I have resolved to heel my gout end to recover my liver's condition: in short, to refrain from too much drinking.

What are your hongs for the year 2000? If possible of all, I hope my love headles will go away. A more reelistic hope is that I will have more time to sleep.

If you could travel into space, which planet would you yielt and I would travel to any civilized plenet I can find. Then I would dis-

guise myself as one of the inhabitants, and lead them to the earth. This way, their people would respect me as the "experi on the planet earth". So the answer to your question would be: The third plenet of the solar system, Earth?

Do you hollow in extractorestriated

DE VERONICA

he countdown has begun, with such a short time left until RE: Code Veronica hits the shelves, what's left for us to say? That its graphics are guaranteed to moisten even the most hard-bitten gamers' eyes, with sharp, hi-resolution ingame models and complete 3D environments? That the storyline is deeper and more mysterious than that of any RE before it? That the amount of surface area covered throughout the game is more expansive than the territory of all previous RE titles put together? Or that the voice acting is still so delightfully horrible? As the Redfield siblings find themselves trapped on

an island facility run and operated by the neferious Umbrella organization, your new assignment is to uncover the secrets that lie deep within the island's numerous secret chambers, while meeting up with some of the most engaging and bizarre characters this side of a David Lynch movie. From gore-ified torture chambers that seem to pay homage to Konami's Silent Hill, to the new-familiar zombie-infested labs and corridors, Chris and Claire must traverse the whole island in order to solve puzzles and find an escape route. The entire tale unfolds through near-flawless



gamentay and a weighty amount of seamless realtime cinemas, and just to further emphasize the scope and gravity of this adventure, Claire has left her pink hotpants at home and opted for a rugged pair of denims-so you know she means business.

But we won't spoil a single moment for you. Code Veronica relies heavily on its ability to dazzle, shock and scare, so we'll tell you only this: after playing through a sizeable portion of the game's first disc (the second disc features Chris Redfield's 'interlocking' quest), RE:CV deserves all of your anticipation-and then some. One of the best and biggest games of the year, guaranteed.

Something under the bed is drooling...







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The best PlayStation skateboarding game of 1999 gets even better! -> How Big? Savvy license, great gameplay, and

e julienned fries. Big, big, BIG

olitics. politics. Why did Activision decide NOT to publish the DC version of its PlayStation bestseller. Tory Hawk Pro Skater? Whatever the reason, top brains at Crave Entertainment probably mused for all of 42 seconds before adding the title to their roster of promising games

Jeff Barnhart, Crave producer, admits that the "Dreamcast Tony Hawk will play identically to the PSX version, so you'll still have all of that perfect gameplay, awesome level design-the best game ever." This last point might be a slight exaggeration, but the original game did indeed impress with its deep, highly intuitive gameplay, fast and furious learning curve, and graphically rich interactive environments. "The title has been very easy to port," Barnhart says. "We had the game playable

after only three weeks, and I mean everythins-all of the tricks and gameplay were ported perfectly!" Of course, this fait accompli is giving developers all the time in the world (um, ahem-Ed.) to make full use of the system's hardware

In the Dreamcast version, expect the same ten courses-ranging from rather straightforward half-pipes to officially-unsanctioned shooping malls-and then expect to scream in pain when your beloved skater loses a few teeth on the sidewalk. This time, though, he or she (the game will feature at least ten playable pro skaters, all rendered in lovely 3D) will look much prettier-at least, before they break their faces. Barnhart tells ODCM that "high-resolution models and textures, a bunch of special effects that you couldn't do on the PSX, a higher framerate,

and a few extras that take advantage of the VMIII display and VGA box support" will be added. Having seen what cool effects Treyarch is in the process of creating for Draconus: Cult of the Wyrm, Tony Hawk's visuals are something to look forward to (In fact, according to Barnhart, the level of detail so high that gamers should be able to "read every logo on every T-shirt and hat," Is this a good thing, or will we be seeing more product placement in games from now on?).

If there's one thing that might keep this game from a perfect score when it hits ODCM 's unforsiving scales, it's the missed addition of a four-player or online multiplayer mode (a detail which the publisher has already confessed to not including). Really guys, we KNOW that Sega has been sickeningly slow in setting up its online network, but have a heart (And a lovely day-Ed.).

"Killer game - but who's hosting













the afterparty?" << Tony Hawk*









PHANTASY



actly as big as you want it to be

winkle, twinkle little star... While very little is actually known about the details or even the storyline of Phantasy Star Online, we do know that it will take place in a completely 3D universe with up to four playable characters, who travel together to conquer evil (as per usual). But here's the catch: all four characters can be controlled by separate players in different sections of the globe. Pretty ambitious. You choose which character to play through, and head

out into the online world of PSO to meet up with three other cohorts. For those less inclined to journey into the international role-playing ethernet, the game is also playable offline-you control one of the party members and the computer guides the rest Thus far, it's difficult to tell how PSO will look, While

the three screens released so far are lovely, they leave us in the dark about characters, vehicles, weapons and everything else that will make the game interesting.

And how will a typical console RPG fare in the online world of event-based, non-linear exploration? Will a strong storvine be able to be fully developed, in a new genre that relies more on interaction with other players than on rounded, script-based characters? Well, we'll have to wait and see. Sega has gone on record stating that the game will head home by Q4 2000 in Japan, and an offhand nent made by Yuli Naka, head of Sonic Team, even hints at a simultaneous US/Japan release. Stay tuned.







Recease the killer app for DC is swimming out soon What will the next generation of DC sames be like? My interests lie in creating games deserving to be called Reality instead of just 'Virtual'... It's not the power that matters, but HOW you use it

What excites you most about DC games in 200 New, original game ideas which were designed for such powerful platforms. Racing, fighting and shooting was alread fun on 16bit consoles. I hope for new genras of games coming out that were just not possible before What was your favorite DC game of 1999 and why? Ecco the Oolphin. Because I am blased

What games have you been playing recently? Unreel Tournament wakes may up when coffee can't What games of 2000 are you looking forward to? Daffritely Sheamed

Hose do you feel about the online fature of Dro Playing against real human opponents over the not is so much more fun then playing against AL I really hope there will be more online games coming out for the Dreamcast Dreamcast has it all-both the power and the connection 1024 x 768

What are your hopes for the year 20005 Fleding a beautiful single white female. Are you excited about the technological Yes, as long as I can keep up with it and enjoy it.

All of them, please. Do you ballave in extra-terrest Bused on the evidence so far, I can't

If you had to fly off into space with only one game, what

The big fish (he's not a fish!) that didn't get away

→ How Big? Whale size hit, we reckon. Four

ergely Csaszar is waiting for a reply. The producer of Ecco the Dolphin has been watching ODCM 'just swimming around' in his world for about ten minutes now, clearly rejuctant to stop cruising and settle into the actual gameplay of Appaloosa's epic undersea adventure. Csaszar takes notes, and tries not to tap his pencil too impatiently. The thing is, we're unlikely to get to the puzzles until we get over the pupil-dilating, jaw-on-the-floor, pants-dropping beauty of the graphics. And that could take some time. Ecco himself is made up of over 3000 polygons. He looks ready to somersault out of his equally-convincing environments (better textured and more detailed even than Sonic Adventure), and plop right into your lap. "It's amazing," we say. Csaszar allows himself a

smile, like a treat. And continuing to play, we see nothing that could make us revise that statement (except to add a word between 'It's' and 'amazing' that we're probably not allowed to print). Here's what we're up to: We use our sonar to to chat with other dolphins and play

'Fetch the Fish', a little game where we, um, fetch fish. Anyway. We chat with a big mother whale who's lost her baby, and we find the baby trapped under some rocks. Then, like Lassie with a blow-hole (Urght- Ed), we go for help. By 'pinging' dolphins, we lead a rescue crew that releases the hapless whale-ette. We discover a door to Atlantis, swim inside, fight sharks, get eaten by a grant moray eel that whips out of a cave, and travel through time to alternative worlds where the relationship between dolphins and humans is not idyllic, to say the least (Why can't we all just get along?). We learn to 'tail walk' on the surface and do flips and rolls, and to explore what is by far one of the most beautiful and extensive game worlds yet created

You'll be able to play it in the Spring. Until then, get wet vicariously through us-and check out our feature in Issue #S

Deathwatch: Ecco the Dolphin vs. Charlie the Tuna. Loser canned.











Dreamcast Magazine

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COMINGSOON20<u>00</u> DC GT WHO

DC Heroes

Martye Chudley There're some awesome games coming out, unlinsuming is just around the corner, and developers are setting to srips with the hardware. Also, it's still the best machine you can buy What will the next gen of DC games be like? Bigger, better and faster. Developers can start concentrating on the

depth and gameplay, to make even more awasome experiences. How much power has been used so far? The boundaries are always moving. But if you really want a guesatin figure, we're looking at 50% capacity at the moment.

Online gaming. The chance to log in and play against people in Japan and the USA, et al., whilst sitting in my living room in the UK.

Soul Callbur, without a doubt. From Loan play It! What games have you been playing reo Quake Armo-which has to be rationed in the office, or Metropolis a

furbells will never get finished.

Where else can you get a machine to connect you to the internet for just \$200-AND be able to play next-generation games on it, both off- and online? As the quote goes, "If you build it, they will come," If we (the developers) build the right online games, then the gaming public will be more than ready to jump on board. Quake 3 would be great!

Take the right right-of-way—is it this one?

→ How Big? V8 size, with a twin-turbo, wide

ith Sega Rally safely (and finally) out of the gate, there's a battle brewing for the hearts and minds of DC driving fans; and it's between two heavy-hitters. Sega Japan's Sega GT and Sega Europe/Bizarre Creations' MSR. Both feature licensed cars, and both boast ultra-realistic driving models, sounds, effects and environments

Bizarre's game takes the Tokyo Highway Battle principle of street racing and puts it on a steady regime of steroids and cross-training, to create an international racing experience that spans the streets of San Francisco. Tokyo and London. With over 20 cars available to collect with your race winnings and cities so detailed that San Franciscans can just about spot their houses (albeit blurrily) as they careen by, MSR is nothing if not fully leaded. Early reports suggest that the game has developed in leaps and bounds since we previewed it in Issue #1-and it was damn impressive then.

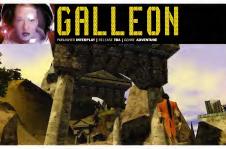
POLIS STREET RACER

more points if you hit a pedestrian or









No Lara Croft, but it's got big (um) ships...

→How Big? At least as big as Tomb Raider—in surface area, at any rate. Plus a whole shipload of puzzles, heroes, monsters and pirates. Expect the besi-

wo years ago, Toby Gard and Paul Douglas with Core Design after hatching a little game called Form Anleier. Roly innemed Lars Cort and Lars Croft's ass, and Paul programmed both. They created an moster hill gome would say a monster and a hill, and fied to form a company called Contounding Factor, make a game called Gallon, and save up for Ferraris, Oh, and talk to us on the phone (we dial loiled, of course).

ODCM So, Galleon. It's just Tomb Raider with pirates, isn't it? TG (Disdainfully) it shares little in common with Tomb Raider—except it's in third person, it has action, and it has puzzles. In every single other concervable way, it is such a massive advancement. over Tomb Raider that it really isn't worth comparing the two (you snippy little blond person). ODCM Ah. What can you tell us about the plot? TG Rhama Sabrier. captain of the frigate Endeavour, is summoned to the island of Akbah by a famous healer, who asks him to examine an artifact he's found-which leads the captain off on a great quest. ODCM So, how big is it, then? (cough) TG I would say it will be at least equivalent in size to the original Tomb Raider. ODCM What's your favorite thing about it? TG It's been our goal to bring up our level of animation, so we have characters who solidly react to their world and actually emote. And other characters can be directed in the same as well. to prevent it from being lonely (as third-person games can tend to be). This also lets us make a whole raft of new puzzles. What else? Oh vest Monsters. We have big monsters. Really, really big ones. ODCM Er, cool! (Bigger monsters are always better, aren't they?)



DC Heroes

ICM Why will 2000 be a good year for Drawncest?

Toby Gard The next wave of softwere will be even better, and hopefully we'll see a decent online game or two.

What will the eart generation of DC games be Ilia?
I imagine that the Devancent will follow the stendard console software
robuses format First wave: simple areade style games, best-timely
sand-racing games. Second wave: a good faw conking titles with some
dipth, mixed up with a lad of directs. Third were: equilibrium; sequels,
franchises and developers pessibility the system for enry last cause of

How much power has been used so far?

Not all of it, by any means. What axcites you most about DC games in 200

The multiplayer expects excite me the most, by a long way.

What was your favorite DC game of 1999 and why?

Powerstene, it was the first best am up that required you to fight in

real 3D, instead of in a 2D game that was displayed in 3D What games have you been playing recently? Donkey Kong 64, Pokemon Red, and Homeworld.

What games of 2000 are yes looking forward to?

Bits games of 2000 are yes looking forward to?

Bits and White, whatever Migranois does, and all the surprise titles
that will come out of nowhere and make you go WOW!

How do you feel about the cellula future of Dreamcast?

Exploses IN a places that Gallege one never instead to page with

any Ated of networking, so we at least won't be able to take obsarings of it. However, it OC got litself an online game that became as popular as any, thread Trumament or Ultims online, it would attend a good chance of girling Sony a ran for its money.

If was could travel lint's source, which alread wood you visit and who?

Barose, even though it's a more and not a planet. I want to go fishing there. Do you believe in extra-terrestrials?

On aya, i just don't ballove they'd come all the way hare just to abduot American farmers. If you had to fly off lote space with only one game, what would it he?

It would be Pokemon-Fd hope that the ET's would also have Pokemo so I could trade with them. "Botta catch 'em all!" (Bod, I'm sad.)

two." ‹‹ Martyn Chudley*



SEA,/RED LEMON - TEA Said to use the high guin's unique directional pad, 75 features presidential body guard Jack Travis, who's smiping at would be assess and defending the Americ way (Coha or Papsi7). With four player spill acreen an IS-player online action, th EARLY FURTHESS

SERMANUE: THA

This long-swarted multiplay, a

white Divisimosal. Along with

Halo, it looks to take multiobsyst experience to new

ovels of interactivity, giving

such player his/her own

outles in the armed conflict.

White it's posholdy a long wire





cow/cycow-s²⁴ qrs , it's not the guy from the garie, in this free-comin me, you control a 500 con chi in a sort of satincal a on the lighter genre, it arious, over-the-top style to to please hardone fair gonne be a strange but a niche geme. ACCUM/ENTION IP - JANUARY
In the same v. in as the wilc
saccessfur Not Shots Got/,
Visic one's a gold game with
very big heads. Fest gamepley, simple state and
deformed characters are al
included. With six modes of
play and Welrd obstacles, it
sufficiently chalunging and
world to appeal.





L SIM NETS

UNINV-FR 21

loped and designed by derings Climax (Land ex, Dark Swistor, Time ex joins tugether some of laying a fixorite hieroes eak around dungsons care for veird RPG uses in the VMU. It wasn't by received in Japan, but oes need in RPGs.

TOY FIGHTER
SEA/SEA-TIM
A cross-portination of Toy
Commander, Virtua Fighter
and Toy Story, Toy Fighter is
nothing if not different. The
non-on-one brawler fights w
superhenes, socialists, dolls
wind-up toys, and stuffed
animals instead of standard



HUNT OR BE HUNTED. KILL OR BE KILLED. FREE' Rockstar Motorola Pager with a purchase of

coming soon to

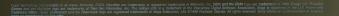
Wild Metal



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'One year named: service central together EEASE MOTE: Confri call payment for habet (20 menths greated amend; air time service at \$150.30 per month (set) of \$150.00; just \$10.00 per service at time of each (normalized black) as a service at service at time of each (normalized black) of a service at time of each (normalized black) of a service at time of each (normalized black) of a service at time of each (normalized black) of the service at time of each (normalized black) of the service at the service at time of each (normalized black) of





COMINGSOON 2000 DC



Banza (>)

→ Year 2000 games from Japan that are just too crazy to make the leap to the US. Or are they?

■ MERCURIUS PRETTY (NEC Interchaenal)
What is 11th A picke-raising garee, It's a bit Rise Princess Make.
Only with pickes. Durnt their Erry Ritle hands and Spock Rise care.
Stranger them: Dr Strange after a sewere schizophemic opisode.
But not an utrange ass Marryling a tablespoon.

PAROMMANIA #203 Is-pal Wast to ITA accommendation insulator game. Face R-IT's a crip lifes from mine your codinger commender? The one that left the skiddy undarness in the bathroom, the one who life dirty distess under this bed (and yours), Surely, a game the title would be greatly anianced if you were given a Glock on Day One and 200 stands. Stranger, Bane Dr. Stranger.

But not as strange are Dressing up as the rock on Star Trok for a day US prospects: Not as bad as they should be.

DENSHA DE GO: 3000 MILES (Taito)
What Is It? A train-driving alm. Press a butter to acculerate the
train, then all back and watefit its, An Exper later, pash another
button to slow it down as you arrive at the station. Reptact. For
2000 miles...
Stranger than: Dr Stranger's Bittle-fectors side/dxi, Dr. Klind-Weinf.
But not as strange in: Wearing a check wife on your ass.

US prospacts: NE.
TOKYO BUS GUIDE [Fortyfival

as hell freezes over

what is IT A bus-driving sim. You drive year bus slowly around the city.

Strenger thom: De Stranger's strange friend, Dr. "His ayea are too close together or semething".

But not as strange see that gay on the comer shouting for no reason.

VS prepanets: Expect a release in the US about the same time.

SENTIMENTAL GRAFFITI 2 (NEC interchannel)
What is it? A dating game. Twelve shicks, a school, the option
to send them flowers and little love letters.

to said tham flowers and fittle lave letters.

Stranger their Greatine still talking after everyone has left the room.

But not as strenge as: "There serve was arrows in the room, Greatine..."

US promotion About the same as you define their or hickes at once.

Processor storal potters that pot-→ How Big? Will the biggest PC shooter come home with a fully functional network? It doesn't take a rocket scientist to calculate the numbers on that venture. But will it swing? Sery's betting it will.

ust about a year ago, is Sortware CED Todd Hollershead announced that the right available. Since Are, you can be sure plenty of sulfors have tried to take Quake 3: Arena to the Dreamcast have tried to take Quake 3: Arena to the Dreamcast party. We don't know which lucky developer will get the project, but we believe that Sega will be the chancempe-6; a unlikeliher.

For those of you unfamiliar with Quake 3:Arena, it's basically the ruler of the first-person deathmatch category on PC. Developed by programming guru John Carmack, the game's engines feature fantastic curved surfaces and are some of the finest examples of 3D



engines programmed to date. Considering no one will talk at the moment, and given the stellar nature of Quake 3's multiplayer-intensive gameplay, the title is a natural for the forthcoming Dreamcast network. So don't be surprised if this one comes up in the Fall when the network appear—"It likely be an 8.0 on the Richter scale (and at least an 8 on ours).

MALF-LIFE

→How Big? Though it plays a lot like Quake, Malf-Life's vivid storytelling and cast of ghoulish mutants make it a shoo-in for console action fanatics. Across the network it will be even more of an ambitious step forward for home gamling.

ext to a new console system called the 'X Box' (i.e., X-tremely profitable box) that

Microsoft is building up in Seatifit, the DC version of Intel^{*} that Seen one or either worst kept secrets in the videogame industry. Originally developed by Valve Software (which was formed, concidentally, by former Microsoft englieves) and already named "Game of "99" by many PC publications (despite its "98" release date), Half-Life seems to be one of everyone's favorine grows to be one of everyone's favorine grows.



Powered by an evolved Quake 2 engine to enable the creepy settings, it's packed with detail. You play Gabe Freeman, scientist, working in a secret government lab that opens a portal to another dimension and trees all kinds of nasty allers. An X-Files-seque storytime with required truzzles and obstacles unfolds. Sega has already admitted that Maif Life will be featured on the network so expect to see it this Fall.

'I'n really sorry about Jar Jar.



TOY STORY Z
ACTINISTRY (ISSN:) HARR. HARR
A game based on the hit sequel is on its way to DC and judging by the Playst

A game based on the hit sequel is on its way to DC and Judging by the Playsia and N84 games, this free roaming 3D platformer shoe a big hit, it's got all the character of the mowe, at the same baseful visual style that has made the

INDERCOVER 2025 A.D.
TAI, PRUSE INTRACTION THA
THIS RESIDENCE EVILLE adventure should be on Japanese
stors in these as you are reading this, and is reparted be
inting. US shores shortly
thereafter. DC owners should
have enough survival horror in
2000 to keep them delightfully damp of liver long. Title



In U RRLLY Z: CE INFOGNATES/INFOGNATES/This game was excellent the other plotforms, and should fare well on the

hirodivinits/inicosvinits-tax this game was excellent on the other platforms, and should fare well on the breamcast with enhanced graphics and sound, new he ling and physics, flashler special effects, end e fourplayer mode. Finally, some serious offroad competition for Soste Raffr 2.

VIRTUR STRIKER
VER. Z000.1
steat/sest-Mulci 1st
The original Virtus Strike
a love it or hate it foot
affair, and this sequel is
different. With aroade-sh

see how the hardcore received. By the demo on this month's GDROM.



MIDRAL MIDSAUN - Q1

Adding to the wave of EC bound soccer games, like known about this one ask from the fact that it's bas on the Playstation game is the same name. It about one of the first one out of out of the first one out of out of the first one out of out of the out of out of out of the out of out of

in the fact that it's base he Playstation game or same name. It should of the first one out of though we've heard it before), so keep your to crossed.



RAYMAN 2 PLEISHER MISSOFT | PIELINE MARCH 2000 | GREET PLATFORMER

->How what? "Monsleur! Would you like a haircut?
It is free, but you must pay for it anyway because we are French..." -excerpt from Evan's trip to Paris

he Man With No Appendages is back, and this time he's in glorious 30. Drawing from the same beare sparied that made the original game so wonderful, French developer UblSoft has once again crafted what tooks to be another platforming masterpiece for the ages (and for all ages, comodentally).

In the same vein as Marlo or Banjo-Kazoole, Reyman 2 is a few coming 30 piletformer with style to spare. The graphics are, without question, the best the gener has ever seen—they help to create a world that is far more palpable than any yet conceived. The promise of a living, breating cartoon (dutiled by so many false starts and PR exaggerations within the inclustry) has finally been fully resilized. List, exuberant landscapes



and a consistent 60 fps make this one smoother than Simon Cox at a singles' bar (bloody Englishmant). With a surreal, fleshed-out storyline and enough variety of gameolay elements to keep players on their (elbeit

With a surreal, fleshed-out storyline and enough variety of gameplay elements to keep players on their (albeit non-existent) toes, this is sure to be one of the most appealing and worthwhile games of the coming year.

EPISODE I: RACER

→ How Big? "rippecececee!" -Anakin Skywalker 'Shut up, you little turd!" -ODCM. Get ready for some high-speed racing. Star Wars style.

fter the most lackluster blookbuster this side of the Ishtar fault-line, George has put his joyation in the hands of gamers to see if it fares any better in their—um—consoles (now now, settle down, sport. There's no Jar Jar Binisk dissembowenth stage, but it's still bound to be worth a shot.

Essentially a port of the popular wipCoult-inspired PC

and N64 game, Racer is the first Star Wars title to make the 128-bit leap. The good news? According to Chris Bamhouse, senior software engineer at LucasArts, "Graphics are faster, smoother, and sharper (on Dreamcast)." Live-



as single-player. Though just a port, Racer looks to be the good kind—a solid port of a solid game. Definitely one to look for (along with George's neck).

FLONE IN THE DARK 4

→ How Big? Asash_occoohhhh...asashhhh ...oochhhh...whoops! (Sound of running feet. Zzzzzin...*Asashhhh." Flush.)

ong Defore those Resident Evil zombies began scarify the loses stock out of games certywhere, there was Alone in the Dark-e tittle gem which in many ways ecclined the adventure game on PCs. Characters were no longer blocky point-and cliff able sprikes, but rather fully-controllable, fully-polygonal belongs that moved like the real thing, it was a reveilablor a model for list genre. And now, it has spewned a Dream cast body. Madel and

Although the game has been abroaded in quite a bit or implementation of myster, leafst orders has tolder chroning enter of statemine, With distinctly Lowestration design and and the cort of supermixed. Here where design continues that the best of the special properties of the cort of supermixed that the book is the series has always had the sort of studie charm that we lost upon bening its way into gaining. And in much the same way that Cook thevioles has taken its chronics in the same way that Cook thevioles has taken its chronics and the same way of super superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of Supik superception, Alfa or making a shifted properties of the same way of the same way

I really am."« George Lucas*



RICKSIAN, PARL DESIGN - FERRING This is one game that nose to be played (rather thisi is seen) in order to be fully appreciated. With a truly amazing physics engine ar more gameplay than you o shake a stock at, you actue feel like you're picting a re tark. Definitely one to was tark. Definitely one to was ORLO SERIES
ASEBALL

SA/SESA-SPRING
long with its traditionally
reet gameplay, individual
coes are mapped onto the
entil inflament, and exercit

(ead) players, and everything, moves at Softes. This is another NADMI port, and if Segar other sporting games are any indication, it should hook.



Lucido.

COMINGSOON 2000 DC





ames aren't the only reason to be excited abo Dreamcast in 2000. By the end of this year, you can expect to see a deluge of hi-tech add-one guaranteed to make onlinemultiplayer gaming, Internet surfing type stuff and even movies a major part of your console experience. In fact, by Christmas 2000, you'll be able to live your entire life inside your bedroom. You already do? Oh.

FUTURE TECH 2000

IN DAYS OF YORE, whom sideogemes were to evallable (except maybe for Space Invaders) and D2 was only in its early pleneled stages (a mork named Globulus Duplique was elly the hero), the encient Britons amused themselves

Top 10 Games of 1000 DC

Cable Modern A high-speed replacement for the 56K modern that currently resides down-and-to-the-right on your console. What do you mean, you didn't know it had a modem? Okay, well, the point is this: with their much-wider bandwidth, cable-modems allow you to play sames

online with no slow-down (deathmatch Quake 3. anyone?), download games into RAM (or your Zip Drivesee below) and surf the internet at speeds finally above 'crawl'. Though it's not expected to arrive until the end of 2000 or early 2001 Sega is already planning a test-run of a cable-modern Dreamcast system in the Suginami district of Japan,

for Spring 2000. Blockbusters!

DVD A DVD add-on could be available for Dreamcast as early as March (in Japan): Sega already has a working prototype locked away in its secret labs. Capable of playing DVDROM games (all two of them) and movies (Oh no-Dante's Peak Special Edition(-Ed.) it's being underplayed by Sega's Senior VP of Marketing, Peter Moore, who has publicly stated that he wants the Dreamcast to remain focused on games-and that the DVD drive will be released only when it can 'enhance gameplay', and not before. Cost is also an issue, so we'll be giving them away free with this magazine. Or maybe not.

Zip Drive if you're unfortunate enough to be

009 encumbered with a PC, you may already be familiar with lomega's 100MB (and 250MB; ocoohhh) optical disk drive. If not, you may be interested to hear that come next year, you'll be able to plus one into your Dreamcast. The drive fits snugty beneath the console, and the discs themselves will improve save-game ontions (alliquing for greater, more AK detailed save data), provide e-mail and Web info (histories, bookmarks, images, pages, etc.) storage space, and serve as a home for game QO O patches/updates and cheats. Think of it as the hard

drive your console never had. Block-rockin' beats!

MP3 VMU Sega Japan has been talking about releasing a new, enhanced 'super-VMU' for some timeand this little puppy will be something really special. Capable of storing MP3 data (the compressed music format popular as hell on the internet right now) and arriving complete with a headphone jack, it's likely (though not confirmed) that you could use this VMU as a portable MP3 player.

Scran Salastic Swatchest Swatches Popular with the les warmer

wrapped fans of Euro band A-Ha, it epitomized that '80s cool-and now the 'fun' Swatch watch is set to be the official timepiece of Sega DC. Rumors are fiving of a special Swatch that acts like an VMII. storing saves, addresses and maybe even games. Ssuper!



androids dream

→ Well, maybe not too much of the first this is a family mag, kidsl), but the rest in spades These are the games that we've all either heard about or that we strongly suspect are under development in secret underground bunkers around the world. Oh-and some that are just so damn obvious, they're hardly worth calling rumors.









IGHTS Z



BLACK RND WHITE



WHAT WILL DREAMCAST GAMING be like a thousand years from now? We'd like to say that we've peered into our crystal bell and seen the future clear and gleaning like the North star. But we didn't, we last goofed around and made up a bunch of crap. Still, you do what you cre

ODCM predictions for the next Millennium:

September 2999 Dreamoast v. 500 is released. The world rejoloss Ithe corsole is so small it fits into your ear) and then receils in horser at the fact that it's powered by Windows CE-the axtra RAM for which requires the user to wear a 200th nuclear powered backback. ODCM celebrates its 12,000th Issue. A subscription costs \$12 million per year. But you get a free disc.

October 2990 Sega launches Virtus Sonio Nights Rocket Adventure Rally Party-Mue, following over a thousand years of repeated requests from fam to update its classics. It uses three controllers simultaneously, a VMU the size of a TV, and the new "Shudder Pack" that plugs into your solne and takes over your central peryous system, racking you with unimaginable pain and convaisions every time you lose a illa. No refunds...

November 2999 D3 announced, Kanji Ino has long since disappeared into a psychedelic vortex that opened up just below his feet while he was in the process of delivering the final code of D2 to Saga. His successor, a hyperintelligent, genetically angineered platypus ("I'm not a duck!") named 'Uno', promises that D3 will certainly be 'cool', but he's unsure about the plot. He assures us that it will be a 'cool' plot, navertheless Decamber 2009 Still no online support for many Dreamcast games

January 3000 Shenmus 2 "nearly ready." Yu Suzuki is now a brain in a jar, but he's determined to finish the second chapter of Shermus. February 3000 Following an unfortunate accident in Sega's R&D department in which the contents of Yu Suzuki's brain jer was mistak for cet food. Shormus 2 has been dalayed. Cat is named head of R&D. March 3000 Saturn (the planet) closes down. Its parent company blames the planet's shutdown on a premature launch, a lack of support from third-party indigenous life-forms, and poor marketing, pointing an accurates finger at taplies "The perfect alternative to Uranus."

FERRRRI F-355





If You Can Hear It... You're Already Dead!

ARK Saw!

ARK Got Its Ass Kicked!







In the 21st Century terrorism reigns supreme in an ever eroding environment. Aboard the Heimdal Aircraft Carrier, survival is all that matters! It's a new world now – a savage, deadly, wasteland where you save whoever is still alive and to hell with the dead.

Vying for control of Earth, the Southern Cross bombs the Heimdal, setting free ARK – a prehistoric organism. When ARK attacks, it implants itself in humans making them hideous, monstrous drones that carry ARK seeds and infect others determined to eliminate ALL of humanity. ARK breeds, mutates, and insanely lusts for the end of human life.

Even if it looks human, you could be screwed 'cause it may be an ARK drone.' Who is friend, who is foe?

You are part of an elite unit chosen to isolate and destroy ARK on the Heimdal Aircraft Carrier before it reaches land. You must fearlessly blast your way through a gloomy labyrinth of hallways, flooded control rooms and security levels, battling sinister mutants, while gaining clues and power as you advance. You never know what's lurking in the murky water or around the next corner. Meanwhile, ARK is gaining power after attaching itself to the nuclear core of the Heimdal. Sheer with and brute force are all that can save you now.









SCANNING

REVIEWS "Crazy Taxi provides





CrazySexyCool. Buckle up, kids.

n the face of it, the concept doesn't do much to raise that proverbial flag. Driving around in a checkered cab and completing multiple pick-ups and drop offs within a given time limit isn't the most opulent vision of gaming grandeur, to be sure. But while role-playing a cabble (without even a dashboard Virgin or beaded seat-cover to help set the mood) isn't necessarily the most obvious approach to home entertainment, Crazy Taxi is, without a doubt, one of the least

crazy reasons to own a Dreamcast. After only a few spins around the highresolution block, it becomes easy to see why AM3's latest asphalt-burning title was one of 1999's most well-received arcade games, and is one of 2000's most highlyanticipated Dreamcast titles (but will not be mistaken as a sequel to Tax/ Driver, Mr. Scorsese's cinematic exploration of intense psychological suffering and paean to the immutable agony of the human condition)

Gameplay in Taxi is of the 'get-in-getout and count-your-money-later' variety (a style some critics view as more appropriate for the original quarter-munching coin-op machine than for your home console). Pedestrians dive out of the way, fruit stands topple, and every rule in the DMV's guide to defensive driving gets flattened, squelched and then flattened again in the name

Dropping a few bucks for 15 minutes of visceral experience is one thing (ask

a high-speed rush that has rarely been surpassed."





17 6



any politician)-but when that same visceral experience moves into your house and unpacks its undershorts, it becomes a very different beast. Essentially, the big quastion for gamers is this: is Crazy Taxi worth fifty of your hard-earned bucks? In a word: hell, yeah (don't even sweat that extra word-we threw it in as your gift-with-purchase).

The game goes a little something like this: pick one of four crazy taxis (each comes complete with complimentary crazy driver), drive in quite a crazy fashion around a huge city (which happens to be a near-replica of crazy San Francisco), and alternate between picking up and dropping off a wily bunch of crazy passenger-types. Because each of these passengers is on an extremely tight schedule (they seem to have something called 'lives', which means that they probably don't work in crazy publishing), drivers are forced to play a game of beat-the-clock each time they pick up a new fare-which is definitely a crazy proposition. A moving arrow guides drivers to each destination, but because

surroundings are laid out like those in a real city, they're rife with shortcuts and alternate routes. This freedom of movement keeps the game fresh and exciting, and makes each outing a new and unpre

dictable experience. Crazy Visually, Crazy Taxi looks better than Jennifer Lopez on a sliver platter with a side of curly fries and a banana-split (who-split?) sundae for dessert. It's simply spectacular, with polished, high-res graphics and a sense of style all its own (think Toy Story meets Wonder Woman animation meets Daytona USA. Give it a try: see if you can describe it any better) Streets are lined with lush, detailed houses and buildings and an assortment of recognizable San Francisco landmarks. lending a unique sense of (sur)reality to proceedings. The city is alive with movement and energy, and it seems to contain an overabundance of oblivious drivers (talking on their cellphones), viciously offensive drivers (due to the violence-inducing effects of playing videogames), and just plain bad drivers And to make your roadgoing experience

where I can get a pair of pants cool enough to match this cut-off purple shirt? Mere, the challenge is to

on top of the hill without sinning (i.e., cursing, running over nuns, etc.). **Note**: Please direct mplaints to Simon Cox, Ed.

🗾 This chump is never gonna make it-well, maybe if he stopped eating so much KFC. "Go vegan or go home,

Welcome to TESTZONE

Writers! How We Love 'em!

Here at the Official Segs Dreamcast Magazine, we believe that the best things in life are free (or 37.99). That is why, each and every month, we use this space to single out some of our favorite contributors for special attention—instead of paying them. No stalking, please.







JORG S. TITTEL. (yurg) n. 1. A migratory species ha-ing from Belgium, currently found in NYC. 2. Possesses traits (and duct tape) of a "starving actor" will disturbing Chu Chu Rocket fluation





What Scoring Means to Us ...



10 Instant clas

9 phanomanai

IN BRIEF 141 POINTS Control that makes more the burness DC controls that

- POINTS







- That big green arrow is it's pointing directly at that parked car, doesn't it?
- "I'm tellin' ya darlin', tha critter was thililis bilig Sucker almost ripped my dam head off! Say...can I have a Ift?"
- Speedy attempts a double backflip into the taxi. "Arriba arriba! Andale andale!"

I shall call him 'Mini-Game'.

Here's a sampling of the minigames added to the DC we ston of Cray Taxl. Despite their simplicity, these games have managed to consume the small yat dedicated minds of the mos keys around the office. Reader bannes submissions welcome.

CRAZY BOX

20 24 20 1/ 20 24 20 22 20 24 20 23 9-9

















SLOW

Thanks, I'll Just Walk

There must be something in the mold ted folk who have had much to do with the

Taxi Driver's Travis Bickle "Hey, you free tonight? Great. Wanna see a pomo? No? Dkay Well, I think I'm gonna go kill the president. Bye now



had more personalities than the Village People, for chrisske. And he flossed his ass And look at him



D.C. Cab's Mr. T. "I pity the fool who gave me this ridiculous haircut. I'm Mista T. I pity the fool I'm Mista T. I pi-Shut up, please.



Han Anderson What? Haven's seen Chicago Cab? Gillie cameos (two whole minutes) as a trashy fare in this bleak Christmas cab tale. We're cunous. Rent it and let us know if it's any good tter vet, send us a copy



M Thelmar "Listen up, girl-let's not get caught." Louise: (unconscious) * _ * Thelma: "Let's go all the way."

J "You're gonna turn down this? Hey, I'm Joey Buttafuoco ova here lady!"

IN BRIEF (+) POINTS

 The sort of compulsive games that takes hold and won't let no (-) POINTS

is a driving game, a fact which may burn off some players

BOTTOM LINE

seven more like the real thing. Taxi's visuals rush by at a consistently silkysmooth 60 fps with minimal slow-down making Seda Rally 2 look like a three-tood sloth with two burn toes

Sega has gone out of its way to get big-name bands on the Crazy Taxi soundtrack, and this insistence pays off Bad Religion and the Offspring are the headliners, and while we at ODCM are not especially partial to either band (particularly not after two or three days of intensive exposure), it must be said that they fit the game's furious, frenzied tone extremely well. And to too out the saturated soundscape, a veritable buffet of highality vocal samples are often quite funny-and always effective

New to the DC version of Crazy Taxi. a series of exclusive mini-games are successfully entertaining-if only diversionary. Players compete in a series of

Dreamcast Score 9

which include ramp-jumping and other such distractions. But while crazy parking and taxi bowling (did someone say 'crazy'?) are indeed nice additions to the total package, it is the meat of the game that will keep players coming back for more potatoes. The game's distinctive je ne sais quoi lies somewhere between its exceptionally fluid control and its free-form, explorative mediay. Players are able to weave in and out of oncoming traffic with the kind of dexterity that would make any Hollywood stuntperson proud, providing a high-speed rush that has rarely been surpassed in the genre. Think Bruce Willis and Sam Jackson in Die Hard 3 driving through NYC at 90 mph, and you'll understand where the

different driving 'tests', as it were,

In the end, Crazy Taxi is just the sort of original, unfettered fantasy that Sega has always specialized in, and it gets the DC console headed in exactly the right direction for a promising new year. So get crazy, y'all. This is one commitment you won't regret. EVAN SHAMOON

appeal lies

NEO-GEO POCKET COLOR

Pocket Sonic

Is that a rodent in your pocket?

hird, apparently, is Al Gore's hair. But the biggest tural staple of all (according to **oDCM**) is a little g led Sonic the Hedgehog in all of its splendid, old-

8:29 2D glory. After several With a game that utilize its beautiful screen and an excellent translation to the fullest, SNK's portabl

with bits and pieces of the

noticeable. And with SNK's excellent joypad, control is sound is quite good (despite the tinny speaker). The result is a fantastic ride that's every bit as addictive as its 16bit sibling. Play it again for the first time. If you happen to have a Neo Geo Pocket Color, we guaranter

Dreamcast Score 9

PERIPHERALS Dream Pad





Psychic Force 2012

Psychic Turkey Comes Home to Roost When discussing the new DC version of Psychic Force 2012, one must return to that old gam ing adage: minimally improved hics and sound do not a

good port make. In short, PF2012 is just the sort of game that Dreamcast does not need: a frustrating, under-produced, and distinctly mediocre fighting game, produced for a genre that DC already has covered. The most disappointing thing about PF2012 is

the fact that the promising concapt is wasted by poor execution, ideally, fire game is supposed by earth of the earth of chance to duke it to while howering graceful with a full range of movement. Warriors should be able to move along any exis, using short- and long range attacks in diszelling. Mario



nce and neck-i.e., nowhere. Unfortunately, controlline tracters in a gravity-free 30 battle with an eight-way gital pad is like flying a helicopter with a steering neel-it just want it meant to be. Combined with a mple three-button kick-punch-block control scheme.

bettuss otter reament.

In its final form, PF2012 is essentially a fighting game without solid ground to stand on. Granted, this is a port of a nearly-two-year-old arcade game, but what's the point of refitting an aging fighter without to find the properties of the final standard or the properties the fidelities and refined by the fid baen looking forward to the liberated physics model
PF2012—buy Power Stone Instead. IVAN SMANO.

Dreamcast. Score 4

PERIPHERALS

Astropad





Vigilante 8

Second Offense

You can do it with a friend, but it's better alone. Clearly, something's gone horribly wrong.

o say that the game isn't fun would be a mistake. Nothing (almost nothing, at any rate) is more satisfying than scorching the last piece of metal from under your hysterical buddy's butt. But while Vigilante 8: Second Offense was conceived, first and nost, as a game to be played with and against friends, this is the exact pect that proves to be its weakness You'll hear yourself saying 'could have' and 'should have' rather frequently-and

you'll also begin to dream wistfully of Sega's long-awaited, much-touted online network. If there's one game that yearns to be played online, it's this one

Luxoflux's first Oreamcast effort is also the first game of its kind on our favorite console. Not only are there wacky enemy vehicles (ranging from a rather straightfor ward '70s muscle car to a hovercraft from outer space) begging to be annihilated, but the game's 12 levels, set in various US locales, are almost fully destructible.

AN M.S.JUMP PACK

hear yourself saying 'could have' and 'should have' rather frequently."





- ste sto down by the river. w some stuff up?"
- 2 It's like water-skiing, except you're in a car. Well, actually, it's just shooting the living donuts out of everything you see.



They're packed with all sorts of interactive elements like cranes, metal-munching sharks, ski-lifts etc., which invite you to bludgeon opponents and chow up the scenery at the same time. And the sheer quantity of different weapons and other upgrades scattered across the levels, combined with near-infinite numbers of special attacks (which you activate by pressing buttons as you would in a fighting game). make every round a different and unpredictable experience.

For the lone player, the developer has created three unique game modes: Arcade, Quest and Survival. While the Arcade and Survival modes basically require you to destroy everything that moves, the Quest mode gets a little more interesting, Each of the 1B characters (most of which you'll need to unlock) has to complete eight missions, which requ you to pick up and deliver certain objects, destroy specific parts of the scenery and, of course, get rid of all enemies. Unfortunately, you'll notice almost immediately that these missions are pretty much

identical on every level. It seems as if Luxoflux didn't get quite as creative as Reflections did with their PlayStation hit. Driver (where's our Dreamcast version, dear friends at GT Interactive?)--but remember, V8:SO wasn't really designed to be a one-player hit

Nevertheless, despite its flaws, the single player experience turns out to be more fun than playing the game with other people (up to three), mainly for technical reasons. Already disappointingly short in one player mode, the draw-in distance is so poor in multiplayer that the programmers have tried to hide it with fog and simplified graphics. Framerate seems to be lower when four players are competing-and graphic elements aren't helped at all by the split-screens' limited visibility. Big cars or buses can eat up half of a player's screen and become irritants to gameplay;

a choice between different camera angles would have made better sense (and the first-person view is somewhat unplayable, anyway). And while you're able to deathmatch, form teams or even choose to take on up to three live opponents at once in Smear mode (while they're cooperating to crush you), other traditional multiplayer games like 'capture the flag are sadly missing.

All in all, Vigilante 8: Second Offense is an enjoyable game packed with amusing details, impressive effects and a fitting soundtrack that captures the game's '70s-influenced spirit and charm. If a bit more work had gone into its multiplayer elements, it could have earned a higher score. So make the most of this second offense, and look forward to the third-here's hoping that the battle happens online!

JORG S. TITTEL

Raying Vigitance 8 in fourplayer mode is like sitting right behind that enormous melon resting atop Jay Leno's neck. Neither works out very well.

*Okay, so what you have to do is-boar with me now-shoot the living piss out of anything that even thinks about moving. You follow?"

IN BRIEF

(+) POINTS

· Fast, furtous & unadulterated fur • It will take you ages to finish . Lots of hidden goodies to unlock

(-) POINTS . No coline (it's not their fault) · Fog and popup

a I looked shability to madification ROTTOM LINE

Dreamcast. Score 7

Chef's Luv Shack

Holy \$#it dude! This sucks (dss!

charm that made the original product so compelling. Acclaim has crafted a perfect addition to this ever-growing library of underachievement. Fellow South Park devotees, we're sorry to tell you: this one's just a big, ugb boner. Acclaim's prese-release bills CLS as, "The perfect

Acclaim's press-release bills CLS as, "The perfect party down' game, including hilarious trivia and Soul Park-influenced mini-games that require fast reflexes while tickling fan's [sic] funnybones." This typo turns out to be prophetic—the game itself could b ed, in essence, as an epic mistake just crying



later that the questions simply are not runny and use ally don't even aspire to be (who cares what the regulation weight for an Olympic bar-beil is, and why it it in a game about South Park?). This sheer lack of humon is unforgivable—but unfortunately, it's only the tip of the loeberg.

selection of mini-games that are fittle more than recycled shareware, screens full of impossibly uninspired graphics and about as much play value as a turkey baster, don't even waste your time. Buy the movie soundrack, if you haven't already. Now, that's inspired.

Dreamcast Score 3

PERIPHERALS

Astropad

Dreamcast Score 5





ne of the first RPGs out of the

DC gate, Vatical's EGG certainly

feels a lot like what gamers

would expect from an early RPG: stiff

that you earn opens up EGGs world to allow you access to new areas and dungeons. The concept is proven and even addictive at times, with 2D stock enemy battles and 3D combat when you run across an important foe or boss

Unfortunately, the bottom line is that EGG fails to really hook the gamer with its story or cast. If anything, the action comes before the story, and it's choppy at best with slow movement onscreen But even with all of its shortcomings. there is a certain subtle something about EGG that rabid RPG fans will still







 Great hand-drawn backdrops (-) POINTS



Elemental Gimmick Gear

What came first: the story or the action? Vatical serves up the scrambled RPG, EGG



EEUEF

ON YOUR SEGA DREAMCAST

It's time for TEE OFF - the first galf game for SEGA DOEAMCAST*!
With 128-bit graphics, the greens have never looked better. And
with arracke style gampiay, galf has never been more full Play
as a foursome each lit the links. Square off against a friend and
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streets are alive, with the sterich of corpses.

Hadokeni Linda goes for the Flying Psycho Fist™ and

After an area is clear, a cinema escorts your tean into the next zombie-infested rathole. Lather, rinse, repeat

saving the damsel in disti all in a day's work for our

Zombie Revenge

No. it's not the **ODCM** staff on deadline ... they're actual animated corpses! n an age of gaming that is has added a host of DC-only options, includthe Dead 2, it threatens to fall more squarely

seemingly awash with zombies and associed undead mutants (Code Veronica, HOTO2, Blue Stinger, et al.), Sega seems eager to capitalize on the trend. In Zombie Revense, the familiar scenario returns-i.e., a town overrun with looselimbed shouls, plus a dash of mysterious military cover-up added for flavor-and samers have a chance to bash brains in a third-person arcade blaster.

The premise is simple: players battle through a decimated town, collecting weapons, in order to face off with bosses and a never-ending wave of foes. But don't mistake Zombie Revenge for an adventure game-it's fast, furious arcade action, powered up with an arsenal of firearms and fighting moves. And in an attempt to sidestep the shallowness of most arcade ports, Sega

ing a Fighting Mode, an Original Mode and a Boss Mode. Most intriguing is the Training Room mode, where you can download characters to the VMU and 'train' them to boost their stats, store items collected in Original Mode, and unlock secret goodies.

Overall, this is a game not to be played alone. Drag a buddy along in Fighting Mode or Original Mode, and you'll discover that the fun will last longer than if you go solo. Because even though Zombie Revenge is a little more challenging (and longer in the

Cop if you don't out enough time into it. It's not the prettiest DC game on the market, and there are sticky control issues to deal with-and gamers who rush through hitting the 'Continue' button every time may mistake it for a button masher and miss out

less, by flexing their strategy muscles in repeated tries, players will discover more than action girtz lurking below the arcade-ish surface. Fans will get the most out of ZR's plethora of modes and mini-games-but take tooth) than its spiritual predecessor, House of our advice: do it together.

Dreamcast

Score 6

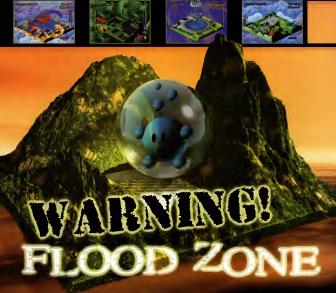
into the lackluster DC lineage of Dynamite

on a chance to employ their skills. Neverthe



IN BRIEF

(+) POINTS



MORE ADDICTIVE THAN NICOTINE! Forecast reports 100% chance of rain... fire balls, earthquakes, missiles, and ducks. That's right!

there's a storm brewin' and time is of the essence. Design valleys and mountains to hold the water in place. Better be quick though, you don't have as much time to react as the other falling puzzle game. Highly addictive and quaranteed to make you WET!

Menney

"An Amazing New 3D Puzzler"







"Don't bother bringing a friend"

Worms Armageddon

Hasbro's can of WOFMS -WARNING



Worms Armageddon showcases the most destructive anneilds since Tremors, It's the latest in Hasbro's series of Worm titles, in which cartels of slimy little guys run (or ooze) around against 2D backdrops trying to blow each other up. The concept is simple: aim a weapon, fire it with the proper force, and hope the wind doesn't blow the projectile back where it came from (read; ouch).

Unfortunately, the game doesn't play out quite this simply. Worms Armageddon features dozens of weapons, each of which differs subtly from the others This variety allows for creativity when assessing ways



to exterminate opponents, but it also results in a steep learning curve—a curve which the Al enemy doesn't have to contend with. Players may find themselves getting frustrated as they struggle with trajectories and isulari notes gard on hongs in his paper shooting shifting headwinds), while the sharp shooting computer lands a flowless pattern of direct hits. All things considered, Worms Armagestotin is far more enjoyable when played against similarly handcapped human opponents. So if you happen to be sharing a sofa

with one or two of the above, pick up a bazooka

Dreamcast Score 7

PERIPHERALS

Quantum Fighter Pad



Dreamcast 86 Official Segal Dreamcast Magazine 03/00

Dreamcast Score 2

person view. Attacks are strung together to form combos, but after a string of punch-punch-kick, you've exhausted the bulk of your fighting possibilities

Second: both arcade and adventure mode share the same uninspired levels and tired mechanics. In adventure mode, a player has the option of saving a game once a level is completed, but prevented from continuing mid-way through. Aargh! Frustration factor aside most gamers will tire of the game's play mechanics by the second level. Rent this game if you must, but don't say we didn't warn you.

IN BRIEF

(+) POINTS Fluid 60 frames per second
 Fluid graphics and effects

(-) POINTS

BOTTOM LINE

www.DailyRadar.com



SCORE DOCUMBOD



Tkick, punch, it's all in the rund"...oh, how we wish it were

and the constant, bewidening wave of enemies and dange make Soul Fighter an unfortu

Whether you play through as even entertain. Big bummer







This solo fighter is one big act of contrition





oka's Soul Fighter might

have flashy graphics that show

potential, but ultimately, proves

First: don't bother bringing a friend.

There's no two-player mode in SF. You'll

be going at it alone using one of three

generic characters (warrior, wizard, or

attributes and attacks. There is only one

Other weapons can be picked up along

the way, only to be used in a jarring first-

thief), all of whom share the same

kind of throw, and while primary weapons can be drawn, they only make

those tired combos a little showler

to be a beat-'em-up let-down.



acolor is annointed to conture and try Those Who Hant Elves for their acciolly associative activities. When brought to tion with the fareign miscreants. Colcia is offered a deal; cooperate, and remain Erier of All Common Elves. Will

28.00 DUB \$24.95 SUB \$29.95











Test Drive 6

This game is a test, all right. Of our patience.

half of our nation's wealth is held by only one percent of its tion, most of the fun in the driving game genre can be had by playing only a gameplay itself isn't too bad: nicely varhandful of spectacular titles. Deluged with sub-standard efforts every few by the quantity, rather than quality, of

competition within the genre. The most obvious problem with 7D6 is of an aesthetic nature. For a console on which beautiful graphics have become the norm rather than the exception. blocky, unpolished visuals like these look the unconventional Sega Rally 2, and just that much worse. While the tracks themselves are decent renders, the cars

And while this lack of graphical sheen could be forgiven if control and gameplay supply the demand, Unfortunately, said were up to snuff: well, they're not. TD6 plays like Keith Richards in concert after a six-week bender. And, upon waking up the next morning, it was apparently Mr. Richards who designed the game's physics model. This explains why, when other cars are bumped, they soar flamboyantly off into the great unknown instead of pursuing a more rational pattern of cause and effect. And the control-an essential part in any driving game-is floaty at best. It fails to convey the feeling of barreling down city streets **Dreamcast**

n much the same way that nearly at high speeds; the sensation is, instead, more akin to trying to get the kids to school on time in a Volvo station wagon All that being said, however, the

ied and replete with options for multiple tournaments, betting on results and cool months, players tend to be overwhelmed - cop chases. The music is provided by an ortment of indie bands, so if you dis indie rock, you'll probably dig this. And since hauling ass through busy cities is. in itself, entertaining, there is certainly some fun to be had.

Because some gamers don't jive with with the much anticipated MSR and Sess GI not due out until later this millennium. racers are in high demand, TD6 has reared its head at just the right time to head is decidedly unpretty. EVAN SHAMOON



Score 4



graphics in TD6 look sho more seems than a Gap swee Cruising through beautiful Rome on a Sunday afternoon the game tries and tries but

TD6 allows players to drive police cars and chase down criminal acum. We hear that there's even a secret NYPD ode which allows you to take en and minorities as well

Parked in front of Central Park. Unless you want cool screenshots, however, parking won't do you much good.



IN BRIEF (+) POINTS

Plenty of actions and forture (-) POINTS

PERIPHERALS

Though a little on the amblaster goes toe-to-toe with interact's

Dreamblaster

D-pad makes it actually superior to the competition-plus of the bells and whistles five feel, precision and sturdiness make it slight)

etter than Interact's Lightblaster, and thus the best lightgun for the DC in the US. Dreamcast Score 9

NEXUS 4MB

(at least they've got each other). The Nexus even to email files to other Ne

Memory Card

4MB card with its 800 blocks of

Dreamcast Score 9



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See Jack cry tike a girt.
With Sega's superlative NFL2K
out on the field, it's going to take
something very special to intercept
the pigskin—and QBC2000 just

something very special to intercept. What is the pigskin-and QBC2000 just the pigskin-and QBC2000 just the case of doesn't have that kind of talent. The doesn't have that kind of talent. The latest update to its Quarterback series, QBC2000 its liquant's statest update to the Quarterback series, QBC2000 its liquant's statest update to the latest update to the latest update the latest updatest updatest updatest upda

The bases upthers on its your and loves, where, you could be globally as the property of the property of the property of the property of the globally of the property of the globally of the property of the globally of the g



animated crowds. Do any and all of these things, but don't—for heaven's sake!—do what Acclaim did here, and incorporate a catch button.

uncertainty according to service for the season. The need to secure sports game of the season grows a whole segurate button for a receiver to accusally cotts a back does not make the game more resident or more challenging. It makes if instanting, nonemboral and though glands and the receiver does it makes if you have been according to the properties of your formacs. What's the point of being able to throw the pigatin in eight directions under total control, if it is proposable to active.

This feature is perhaps the only significant addition to last year's (far better) game. And along with the accompanying horrendous slowdown, it's reason enough to steer clear of this sports travesty.

Dreamcast Score 2

PERIPHERALS

Jumbo Memory Pak X2

of dis ability to store two one much save information as the normal whith liability, core you allok it in your controlled; you may priver gift to utility to just too be,—we still carry gift the sample and of one of our controlleds. Other than this much controlled with the strength little facus of scale, the device worked wall but mean with could still be sure of scale, the device worked wall but mean with could Still be sure of scale, the device worked wall but mean with could still be sure of scale, the device worked wall but mean with could still be sure or scale.

Dreamcast Score 5

sylines and some of the best voice segments of cinemas and some of the best voice segments to gaze videogaming (which may not be saying much compared to the dross that



Legacy of Kain:

Soul Reaver

Eidos' favorite anti-hero slinks onto Dreamcast

len Logsor of Kahr. Blood Omen begin this dark sags for Hy/Sation back in '96, gamers were delighted by the idea of a vampire fighting to save the Netherworld. The ending (spollers aside) gave players a choice between sowing the world, or ruling it and when it glebs up the narrative, Soul Rower assumes that most power-brungly

Reaver assumes that most powerhungy the vamplific despot, gamers chose the latter. After waking up in Unfolding through a series of clinemas and some of the best video segments to grace videogaming (which may not be tricks being, must be shown that the properties of the properties

but this was actually enjoyable), Soul Reaver takes up the story 1000 years after Kain has seized control of the Netherworld and assembled his own army of undeed acolytes. Razile, one of the disciples of Kain, has had the misfortune to sprout wings before Kain: setting in motion a terrible retribution by

After waking up in a deep cavern of the Spirit Realm, players assume the role of Razel, who, under the tutelage of a mysterious being, must battle his way through vanous enemies and enigmas to avenge his fate. Original and darkly PUBLISHER EIDOS
DEVELOPER CHISTAL DINAMICS
DENNE ADDOMADOMITURE
PLAYERS:
ORIGIN CS
PERIPHERALS JUNP PACK
ONLINE VO
VMU COUNT (O)
ESRB ?

"Raziel's Underworld sometimes smacks of a gothic Tomb Raider..."



compelling, the storyline in Soul Reaver sets a nice backdrop to the ghoulish action. Raziel's new powers give him the ability to shift between two different nes at will-the Spirit Realm and the Material World. Depending on which plane the player is in, different skills are available to Raziel, including the ability to manipulate physical objects (Material World) or use magical powers (Spirit Realm). This feature lends the game an intriguing amount of depth, in that players are challenged to be doubly resourceful in solving many of Soul Reaver's puzzles

Raziel's environs are a seamless series of bleak fortresses and caverns that well-complement the atmosphere of the game, without visible load times. Though the rocky textures are sometimes repetitive and overwhelmingly grey at times, the lighting effects (especially on Dreamcast) more than make up for this monotony with their eerie, phosphorescent glows and foreboding shadows. This is, after all, a HUGE game

There're loads of areas to explore and

secrets to discover which can make most tasks daunting-especially without the assistance of an ingame map (we had hoped that Crystal Dynamics would've implemented a map feature in this port, but no such luck). And the puzzles within the game can border on laborious, with emphasis placed on arduous moves like pushing or pulling blocks and flipping switches. All told, the ride through the Underworld sometimes smacks of a gothic Tomb Raider: which can be a big turn-off for those less endeared to Ms. Croft's escapades on other systems.

But in the end, Crystal Dynamics' clever use of action wins out with some ingenious touches. Since Raziel is actually undead, he can never physically die. Instead, when his power is depleted, he simply returns to the Spirit Realm to

replenish his energy by feeding on souls sucked from creatures there or in the Material World. With a lock-on feature similar to the Z-Trigger in Zeida 64, fighting enemies is a treat. As your enemies are also denizens of the Underworld, they can only be destroyed by special means such as impalement (the skewered twitch-and-wrigsle death throe is well-executed, and oddly poignant), submersion in water or immolation in fire. Murder in the world of Soul Reaver rewards gamers with a certain unparalleled level of ghoulish glee. Add to this Raziel's remarkably imaginative detail and design, and Soul Reaver leaps way beyond the adventure competition on BC thus far. If you haven't yet had a chance to try the game on PlayStation or PC, now's the

FRANCESCA REYES

- Raziel stuns his opponent. by putting out what looks fixe a jumbo, lethal disco ball from his gaping maw, and giveng it a
- Soul Reaver skips the whole vampire vs. 'holy water thing now, any old unblessed

water' will do IN BRIEF

(+) POINTS · Corgoous, hires graphics Clever interaction with · Linique character desires.

(-) POINTS

can get everly long and

BOTTOM LINE

Dreamcast Score 8

time to take the trip.

Incoming

Seek and destroy. And destroy, and destroy ...

If you can take anything for granted in interplay's incoming, it's the fact that value and you're going to be shooting at things—lots and lots of things—and that you're never

going to stop shooting.

Actually, to be more precise, you'll be shooting. aliens, since the storyline falls into the typical 'defend the planet against space-born invaders' ilk. Each of incoming's six scenarios are located in ique environments which, other than thei

appearance, play about the same. They range from a cene to a sea level, to even a trip to the moon later in the game. Though some of the special effects (like missile trails) may dazzle, all of the game's areas eventually degrade into uninspiring terrain

Each scenario is broken into ten separate stages



the seat of a helicopter a few stages later. There are objectives to meet (alheit simple ones), but for the packing, gameplay relies more on reaction than skill Don't get us wrong. The trigger-happy mentality of

incoming is a blast-but things get repetitive quickly despite the amusing game of musical guns you get to that shows no real will to dogfight the player. It is what it is: a 3D 'shoot 'em all' game with pretty graphics. If you like it, you'll like it a lot.

Dreamcast Score 5

PERIPHERALS Rally Wheel

Dreamcast Score 5



World

So you missed the '98 F1 season . . .

on't sweat it. The folks at Video System have taken it upon themselves to ensure that you, too, can experience the magic. Yes, it seems we're entering the new decade of details in gaming-from the personalized face masks of NFL2K to the wind-blown strands of hair in Soul Calibur, Dreamcast owners are beginning to see reality appearing on their TV screens, F1 World Grand Prix is a perfect example-with a dead-on physics engine and effective trackside scenery, F1WGP immerses racing enthusiasts completely. Add its phenomenally accurate car models

and drivers, and 16 tracks that not only look fantastic but mirror the exact weather conditions of the '98 season, and it's easy to see that the developers have made the most of their official F1 license. Still, with all this attention to detail, you

might be tempted to ask: is this game any fun? Definitely—but not without effort. You're likely to spend a few laps banging walls, spinning out, and mowing grass before you get the hang of its extremely responsive controls. Practice isn't the only way to improve, however-you can modify the steering, wings, gear ratio, suspension,



www.DailsRadar.com











The back of a Ferrari: a familiar signt for F1 drivers.

2. On a collision course; the physics model in the game leaves little room for error – clip the wheel and it's all over. A quick restart will got you going again.

If this icon is anything to go by, it's not just organities that can cause impotence...

The world's easiest race track

5 In hot pursuit of Diana's Mercedes, the Paparazzi eschewed the mopeds for F1 cars. It worked too, until the next bend...

Grand Prix

and whatever else you like in order to get your machine driving the way you want it to. And if all else fails, Video System has included a brake and acceleration-assist option that helps to even out the learning curve.

But enough about the control—let's talk about the graphics. From the prerace fly by to the extremely tight twoplayer match race, F1WGP flaunts the Dreamcast's power proudly, with minimal pop up and deep backgrounds.

Dreamcast Score 8

sigantic forms wheel in Japan or the rolling hills of Luxembourg, it's difficult to find foult with the game's rich aesthetics. Throw in a slick blend of drum'n base and ambient funes, and there's even moreto appreciate in the sleek and professional racing package. Purists, you've found your new E1 nivaria. Arcade racers, give this a try.

Whether you're zooming past a

CORD BARRETT SMI

(+) POINTS
- Utradetaled cars and 16

Tight control, lots of options
 Highly customizable contains sleek interface

POINTS
 Challenging learning curve
 Might appear overwhelmin,
the casual racer

BOTTOM LINE
A prost-looking package that sweats all the details—this is El come on Drossecast.



www.DailyRader.com

- Note, if you will, the small man standing between our protagonist's legs. Together with those discharging smoke stacks, the suggestion is quite
- 2 'Any of you funker' computers nove and I'll execute every mother-funkin' last one of va!"

Transfer in the same of the sa kassi We're makin' a video

Hawk kicks it gangsta style Trom behind, Hawk looks more like a porn star than an









Fighting Force 2

It could been a contenda, but this "thinking man's action game" falls short

arrived on Playstation a few years back, it was one of the system's greatest disappointments. As Core's follow up to the cultural monsoon that was Tomb Raider, high expectations surrounded the promise of a 3D beat-'em-up with all the oldschool playability of Double Dragon and Final Fight, combined with the innovative style of Lara's big (double D?), um, adventures. Instead, Core surprised consumers with something more akin to a steaming pile of goat dung than a videogame. And we reviewers couldn't even make any superfluous titte-inkes about it

hen the first Fighting Force finally

So into this arena, enter Fighting Force 2which has, once again, managed to raise quite a few evebrows. Early indications painted the game as somewhat of a thinking man's action game, with Metal Gear Solid style

stealth and more complex gameplay than its uncomfortably dumb ancestor. But while some attempts were made to fulfill this premise, the final product feels rushed. It lacks the essential feel that's required for a game of this sort.

Gameplay consists of standard first person shooter fare, only this time it's from a third-person perspective and the player is given access to fists and feet as weapons of mass destruction. The problems are that the fighting engine and its collision detection are extremely sloppy, and that they fail to provide any real sense of solidity for the action.

Dreamcast Score 5

Punches are more like awkward girlie-flails, and getting them to connect properly is far more difficult than it should be This is all quite a shame, really, since the game is still fairly fun to play and doesn't

look half-bad. The capacity to blow up nearly everything in sight provides a satisfying distraction from the endless running and fighting (in a distinctly Beavis and Butthead kind of way). And dashing through levels (some of which are quite well-designed) and killing enemies with your huge arsenal of weapons is entertaining, for a white. BUT. Alhough it's not the worst game ever, we had certainly hoped for more. EVAN SHAMOON

RALS JUMP PACK MILL COLUMN CA

IN BRIEF (+) POINTS









- As can be seen in these ens. Shadowmen's environments look nothing short
- Tm done with all this 'talking things out crap. Baby 🌠 As can be seen in this screen, the dog's ass looks nothing short of spectacular
- It's also an apt metaphor for ODCM's view of the world





adow Man

Pack lots of sunscreen and sandwiches for this rewarding trip through hell

ased on the Valiant Heroes comics series of the same name, Shadow Man allows players to live out their fantasies of becoming English Lit students-or more precisely, a former student named Mike LeRoi. Toting his trusty shotuun. Mike uses a fancy Voodoo teddy bear to cross from Liveside to Deadside in order to prevent that pesky 'evil incarnate' from bringing about an early apocalypse. In what has become standard genre

gameplay, Mike runs, jumps, kills and hustles his third-person ass out of danger through some of the most disturbing settings this side of a Taco Bell kitchen. Borrowing some of the best gameplay elements from Tomb Raider and Zelda: Orcana of Time, Acclaim manages to meld the playability of a traditional, well-made action-adventure with a thoroughly compelling storvline. And as

more than a few recent games have demonstrated (cough-Blue Stinger-cough), this task is quite a bit harder than it sounds

Where Shadow Man really excels is in its wonderful sense of place. Environments are rendered with such furious attention to detail that we wonder which big, red pouty demon got bribed in order to get the game's designers clearance for field research in hell. Scrambling though barren, haunting landscapes with a pack of hounds relentlessly snapping at your feet while creature infested skies swirl menacingly

overhead is truly an experience not to be

Dreamcast.

missed (unless you happen to be dead, and it's real, and a chorus of smug little cherubim is warbling "I told you so."). A marvelously appropriate soundscape full of superb samples and genuinely chilling

ambient noises completes the effect. In the end, however, what Shadow Man requires is a lot of stamina, elbow grease and regular sandwich breaks through roughly 60 hours worth of play-without which the experience amounts to very little. But if you've got what it takes to muscle though those initial hours, Shadow Man is one heli of a ride. Hold on to your flaming skulls, kirls

Score 7

IN BRIEF

(+) POINTS (-) POINTS

"The Critics have Spoken on the Action / Adventure Game of the Year!"



possessed with a myriad of impressive little touches...9/10" VideoGames.com

"3D exploration and adventure at its finest...Game of the Month." - Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping." - Gaming-Age.com

> "98%" PS Extreme Magazine

As Raziel, stalk Nosqoth feeding on the souls of your enemies

> Engage your creator, Kain, in an epic struggle for dominance

> > Dark oothic story









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- The reflective floors are very impressive. Not that you'll have more than a few fleeting moments here and there to whate, them.
- Re-Volt is a re-creation of the real thing, which is itself not the real thing, but rather a re-creation of the real thing. Think about it, sporto.
- It's a total eclipse of the heart. Erm, we mean sun. Sorry.
- We don't know where the hell this is, either, it's, like, the future. Or something.
- Baby car, meet Mama car. Don't worry, she's perked.

Re-Volt

Cuter than Hello Kitty and all her fruity little friends. Combined.

ett us you've never droamed of racing a remote controlled car through obstacle ridden supermarkets, neighborhood streets and toy stores, and we'll tell you we're not a bunch of monkeys working for bananas. But then we'd both be lying—so let's not and say we did.

HARVESTER

In a gene that usually sees little in the way of unnovation. ReVolf is a vectome breath of fresh eir. Probe blace full advantage of a very simple permiser-alleger of a very simple permiser-alleger choose an R/C car and race dimunithe challengers strongly seem tunnels, housing, tracts, closed muserums and a variety of trace well-designed environments. While the other way of the control of R/C Prof. Pol. locates have a distinctive fly Story-scape richness- they in enmently like and a present or explore. Throw in a

silky-smooth multiplayer mode and an arsenal of cool weapons, and you've got a game that kicks—er—arsenal.

Also worthy of mention: the game's occlient production values include sharp, siyled graphics and a soundrates composed of surprisingly solid drum 8-bases, ambient and house turne (so opposed to most game soundrades, which seem to be generated by handing a tree fing a Casio welpoord and calling the resulting vonitious clemor 'music'. Where Re-Viot stumbles a bit is in its control mechanics, which might keep it from becoming an aftime classic. Selering the

Dreamcast.

wehicle is extremely fourly at first, and the game's difficulty level is ramped up to a point that borders on better-your Dreamcast obnoxious (using the digital pad will relieve this problem somewhat). Some will appreciate Re-Voir Sathfully recreated sense of real-sim, while others are sure to be furned off by its near-vertical learning-curve. In a way, its as if the lightheast digit for the game is

betrayed by someone's unlenient dedication to a proper physics model.

Despite this item (or perhaps because of it), Re-Volt retains the same relentlessly addictive quality that made the original

addictive quality that made the original wipEout so damn compelling. EVAN SHAMOON

Score 8



ONLINE NO VIVIU COUNT 22 ESIGN E PRICE \$49.99

(+) POINTS - Excellent sense of style & Errity

More addictive than Cool Ranch Doritos¹⁰, and plonty of variety

[—] POINTS

Control labor control and to

> bit of choppiness when this it hectic

TOM LINE out creative approach to mos side of Pen Ren, Revolt is

PERIPHERALS

Dreamstation



portionars with freight Green.

and, Especifically designed for use and extensions a competitivity and the second control of the sec

Dreamcast Score 8

PERIPHERALS

Arcade Fighter



Dreamcast Score 9

PERIPHERALS

Starfire



parties—and interact is on the scene with what may be a good option for the DC. (of course, its only competi-tion is the Star Trek-type phaser from MedCatz, so this ht not be saying too much). But with auto-fire ions and auto-reload, the Lightblester more than

Dreamcast Score 7



their destinations, acquire allies or other objectives. Experience points and credits The game's sheer size and length are indeed awesome--but, they're also weak nesses. Even with different mission

objectives, gameplay can become redundant. Fortunately, Armada's multiplayer option succeeds in breaking the monotory Taking on the Armada with friends adds a elevates if beyond the title "typical shooter." Check it out

(+) POINTS

IN BRIEF

· Four players make it a party (-) POINTS

building up ships takes a long ti · graphics and music are rectiocre **BOTTOM LINE**







Well, actually, everyone But Metro3D have taken the

Massive explosions, In depth, immersive environque experience.

Once again, space is a battlefield ry just a few seconds of Armada, game area is vast, and players are free to

and you'll inevitably compare it to roam in an effort to assist small fleets to the Atari classic Asteroids. But play longer, and you'll realize that aside m the top-down perspective and general are awarded for upgrades and weapons. ntrols. Armada is nothing like it. Players select a character from six human races, each with its own weapon and ship design. From here, gamers lunge into the epic struggle between the

humans and the 'Armada,' a seemingly endless collection of hostile alien ships Controls are intuitive and pilots quickly whole new element to the game, and dive deep into the game's storyline via communication with other ships. The

SNK vs. Capcom

Violence-to-Go every home console in existence with close to

Rather than attempting to recreate the look of its coin op archetypes, the characters in this mink rendering have an aesthetic sensibility all their own Super-deformed warriors abound (including perprites from both companies' furning franchises). and these folks are so well-animated that it's eas-



you'll be rockin' fireballs, sonic booms, and ill-nast combos from the moment you pick it up. The machine's lack of buttons is handled in brittant fashion, as the power of each attack depends on how long each corresponding punch or kick button is depressed. With a link-up two-player option, several different play modes, DC compatibility and those simple-but-addictive mini-games, this one shines brightly on the little screen. Don't leave home without it. EVAN SH

Dreamcast Score 9

PERIPHERALS

Memory Card

With a price tage of a mere \$10

Dreamcast. Score 3

Dreamcast. Score 3

had real potential.

4419



Seventh Cross Evolution

The seventh sign: finally, proof of gaming's de-volution

hat could be simpler? Make a game in which players fight their way out of the first water-logged stages of life and evolve into a creature of their own making. The only problem with this formula is how it works out in practice: NEC's Seventh Cross plods along at a slow and tortuous pace, with-

out the benefit of pretty graphics. Sort of a spiritual successor to

you take in SCF is that of a slimy sea

And you thought that those Biology

games like Carnage Heart on PlayStation, the game's concept possesses plenty of possibilities. Players begin as a simple amoeba sliming around in a lakebed, and use a menu of options to sketch out DNA patterns for new body parts and abilities by battling different

creature powerful enough to emerge from the water and take to the land But the process is long, painful and

dreadfully ugly, with visuals that best only the earliest PlayStation games. Movement is smooth, but choppy, while the in-game menus will mystify even the most savvy gamers for way too long

Most players will, no doubt, give up with in the first few minutes. Though SCE does have an addictive quality once the evolutionary ball starts rolling, there isn't much to keep you engrossed for enough time to warrant a full price purchase for most gamers. Too bad; it

COUNT 172 IQUOHI

IN BRIEF (+) POINTS





We're not sure what's so damn funny either. Considering their violent circumstances, these taks seem to having a really good time

Drop-kick the chalups East meets West with

Jojo's Bizarre Adventure No John Wayne 'round these parts, ittile lady Nah, nah, nahanana.
Im weirder than you are."

The oddest characters this side of a David Lynch



Joio's Bizarre Adventu

"Huh?"

his is the strangest bird that's flown through our cozy little cuckoo's nest in quite some time. Hmmmwhere to begin? Okay. Take the most intensely Japanese oddity you've ever encountered (like that mysterious stuff behind the glass at the sushi bar, which you're afraid to even ask about) and multiply it by about fifty billion (yen). Combine this with a hearty dose of Street Fighter goodness and about 16 shots of espresso (actually, make those doubles), and you'll have an idea of what to expect. Well, no. You won't. But if you're a card-carrying otaku and a devout fighting game fanatic, you may just want to find out for yourself.

The disc comes with not one, but (doh) two games etched into its shiny round surface: Jojo's Venture and its sequel, Jojo's Bizarre Adventure. Both are one-on-one

fighting games, but when each character's spiritual partner/split-personality enters the fray (no, we're actually not kidding), the action becomes a hairy four-against-four. Basically, the game is standard Capcom

2D fare, but it uses a variation on the standard six-button layout. Instead, there are three attack buttons, one taunt, and one 'stand' button, which summons said alter-ego to help out with the brawling. While it does work well enough, this

control scheme limits the number of avail able attacks. Most characters have roughly 15 different attacks from which to choosea far cry from the Marvel vs. Capcoms and

Dreamcast.

Soul Caliburs of the world. Even so, when mastered and combined

with the game's jurgles and user-controllable linked combos, there is enough strategy here to keep players entertained. Capcom's artwork and animation is typically welldone (though it must be said that neither is extraordinary).

Jojo's is a game that thrives on its own eccentricities, but should probably be reserved for the previously initiated. For what it's worth, however, this is a perfect translation of the Japanese coin op-which means that all of you Joyo fans should dig right in. Bizarre stuff indeed.

NE NO COUNT 4 BLOCKS

IN BRIEF (+) POINTS

(-) POINTS

Score 6

ithout a doubt, this mega-hit sequel is a masterfully created car combat game that must, at any cost, be played on the Dreamcast. It's huge: eight large environments filled with loads of interactivity and a few deadly surprises, and we've detailed it all. You've got special moves to learn for each weapon, plus loads of cheats and codes to try out-so slap this magazine in your lap (not too hard, Chester) and plant yourself in front of the TV, because we're going to help you blow V8: Second Offense wide open!



Each normal weapon has its own group of three special moves, which are more powerful than a normal attack. To activate a special move you must have that weapon selected and possess enough ammo-specials come at a cost. Each attack ends by pressing the last direction button input at the same time that you press the machine gun button. For maximum destruction, while them out in combination with other weapons/attacks. Each time you guickly attack with different weapons, you build Whammies. As your Whammies increase, so does the amount of darriage you can cause. Use this list to learn each special move, and get creative



Bull's Eye Rockets

	U, D, D + MACHINE GUN	Ammo: 2	
	U, D, U + MACHINE GUN	Ammo: 2-8	
cets	U, D, R + MACHINE GUN	Ammo: 4	

U, U, D + MACHINE GUN

L. R. U + MACHINEGUE

L, R, R + MACHINE GUN

Attaches rocket to opponent's ear, flinging it out of control at high speeds Unloads up to als rockets in quick succession, for mage destruction. Launches four rockets, used to destroy incoming projectites like missiles or mortars.



Interceptor Missiles II. U. D + MACHINE GUN

Ammo: 2

Fires missiles while still attached to your car, to give you a speed boost. Very useful Launches a circling flare that distracts and draws enemy fire, allowing you to fine Fires four horsing missiles at once, rather than one



Road Kill Mines L. R. D + MACHINE GUN

Ammor 2.6

Attracts and holds the closest car to you like a magnet Lays up to six mines at once in a 'patch'. Hit one, and they all go,



Mortar Swivel

Flies through the air, homing in on the nearest car.



Cow Puncher

D, D, U + MACHINE GUN D. D. R + MACHINE GUN

Rolls opponent over onto the roof with an undamaging blast A huge blast that permanently deforms the environment with a crater Flattens opponent's tires for approximately five seconds.



Bruiser Cannon

D, U, U + MACHINE GUP D. U. D + MACHINE GUN

Fires up to six shells of cannon ammo in one spread, shot as if out of a shotgan Fires a blast that knocks opponents into the sky and demolishes buildings



Flamethrower

D, U, R + MACHINE GUN

Doce fired, the shell will become around the arona causing damage to whatever it hits.



L. R. U + MACHINE GUN Well Of Eleme D. J. D. A. MACHINE GUN Ammo: 2-16

Releases an oil slick behind your car that causes the trailing cars to lose control Creates a wall of fire in front of your car (best used while in reverse).



NEVER GET LOST AGAIN!

No need to pull over and ask directions (unless she's cute)—we've got the maps for all eight levels in the game, complete with every pick-up location and point of interest worth checking out. Now, you can be sure that you're not missing a thing!





This is a working harbor, filled with busy trucks and barges that're carting containers to and from large cranes, oblivious to the mayhem around them. Small cranes lift cars out of the water, while large cranes move cars across the channels. Be sure to stay out of everyone's way, as collisions give damage to your car.



Alaska: Alaskan Pipelines

Check These Out!

- (1) There are three openings on each side of this warehouse, and entering any of them will transport you somewhere else-often while giving you a propulsion mechanism
- @ Enter the lighthouse through its door at the base to rise to the top and get equipped with
- some hoverood When you're low on bealth
 - drive into the Welgh Station when the light is green and you

car will be repaired. Blow up the bridges to temporarit isolate

yourself fr



Check These Out!

1 The dangerous oil slicks will slow you down and reduce your level of pontrol. It's also easily ignitable—as is the trail of oil you leave whenever you exit a pool. Enter one end of a pipeline and exit out another. At branches in the pipeline, you can press left or right before you get to the fork to choose the direction you'll follow. Once the refinery is destroyed, some of the pipelines will be tough to enter

1 The killer whale in the bay will attack and cause damage. O The oil rig in the bay holds lots of power ups-be sure to find a Hydro oater icon and investigate. Use the leaberg as a jump.



The cold and desolate fundra is one of those places that you'll need your anow tread icon for: immediately. Also, many of the level's power-ups can be tricky to get to, given the narrowness of the ramps and walkways of the oil pipeline structure-not to mention the veritable labyrinth of oil pipes that you have to get through





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Minnesota: Nuclear Reactor

This nuclear powerplant is fully operational and isn't the best place to battle it out. Just about everything here can kill you, including puddled water, nuclear reactors, transformers and generators, and even the forklifts-so be on your toos. If you get dosed with radiation, your health will slip away over time. Stay alort, soldier



Check These Out!

- The contest trick in this level can be found in the control room, Bump a computer with e green light on and drive through the generator turbines, and your car will gain health. Sump
- the computer when a red light is on, and the turbines will fry anyone between them. 2 Shoot open the doors of the two nuclear reactors and destroy the glowing rods inside,
- for the biggest explosion in the game. Be sure to greb a shield icon before you attempt this. Aiso, beware that the water surrounding the red is radioective and highly hazardous.
- Stay out of the water! How meny times do we

And don't touch the transformers on the hill when they are electrified. If you do, your car

will be sent fiving and you'll take quite a bit of

damage The forklifts toting

> insterous if you run into them. Duh () Use the tunne to reach e fenced-in water area end some greet

Utah: Winter Games

This entire level takes place on the side of a mountain-and needless to say, ski treads are the only way to get around with any speed. Spread out across the mountainside are three different Olympic events, including the ski jump, bobsleds, and slalom course, and you can compete or battle on all of them. This is one of the most wide open-arenas in the game.

Check These Out!

- Ride the Gondola by entering the buildings at the top and bottom of the mountain. While Inside, press the accelerator to dive out at any point along
- the ride up or down The tow hook grabs your car at the bottom or top of the mountain and quickly drags you up or down-Pass under the starting sign et the bobsied run and steer your way to the bottom. If you get a good enough time, pick-ups will appear on the award:
 - As in the bobsled run, pass through the starting gete at the top of the mountain for the sleiom course and make your way down, passing bets
 - flegs of either color. Pass through the finish line with a fast enough time, and more pick-ups will appear on the awards nodium
- O To try your hand at the ski jump, shoot the doors at the bottom and drive in to be transported to the top. From there, drive down and pull off the Afterburner combo move (U. U. U + Machine Gun) to get enough speed to set the distance record end earn more power-ups on the ewards podium, 6. Shoot the doors at the bottom floor of the Ski Lodge and enter to be transported out onto the second story deck of the ledge.















This level wins awards in our book because it's just that kind of cool-and there's a cool space shuttle in it. The entire arena is an island surrounded by shark-infested waters; entering same will result in significant damage. Other dangers include electrified fences and armed guard towers, as well as the friendly fire coming from rocket tests. On the up side, you can catch some fine air by using a rocket engine from the launch pad. Blast off.



Check These Out!

Get too close to the wind tunnels, and you'll get sucked in and blown out to sea. Faster vehicles can (sometimes) escape a wind tunnel's grasp by using the Afterburner combo move (U, U, U + Machine Gun), You'll re-appear in

the tunnel below the launch pad. 2 At the back of the launch pad, you'll find a tunnel. Drive in when the light is green and your vehicle will strap on a giant rocket and blast off

On your way down, you can steer yourself around to grab several power-ups and a parachute will automatically unfold to break the fall. Of course, if the rocket has already reached the launch

pad, this trick is impossible 3 Shoot the scaffolding holding the giant rocket engines, to send them careening off into the

sky and back down on your targeted Guard towers will fire on

anybody, friend or foe, who lingers in their sights for more than a few seconds 6 All fences in the level have been electrified.

Any contact with them will cause damage. 6 To make the rocket start its trek to the launching pad, shoot open the door to the control room in the building behind the rocket. Drive in, and you should hear a bile noise. To launch the rocket once it reaches the pad, return to the control room again and

you should hear another blip noise.

Do you still suck even after using the strategy?... Then, CHEAT!

Mans and too are great, but what you really want are the chest codes. Well, here they are -in all their unadulterated, unabashed glory. Some are pretty silly and others make things even tougher, but a few of these codes will definitely help you beat this game. All codes are entered at the password screen, which is accessed by selecting Options and choosing Game Status. At the next screen, highlight any character and then press the L and R triggers. Be sure to out spaces between all words.

Code	Effect	
RAPID_FIRE	Removes delay between weapon firing	
UNDER_FIRE	Increases difficulty to super-hard	
BLAST_FIRE	Gives Interceptor missiles an extra explosion	
GO_SLOW_MO	Everything is slowed down	
GO_RAMMING	Makes player's vehicle very heavy	
GO_MONSTER	Huge monster truck wheels	2
HOME_ALONE	Choose zero as the value at enemy select screen	
NO_GRAVITY	Reduces gravity, making it hard to stay on the ground	
LONG_MOVIE	Check out all the ending cinemas linked together	
MIXES_CARS	Allows all players to choose the same car	W. Total
DRIVE_ONLY	No wheel attachments spawn	V-V months
MORE_SPEED	Makes cars go faster	No. of Lot, House, St.
QUICK_PLAY	Enables an arcade option which randomizes vehicle and arena selection	The same of
JACK_IT_UP	Increases height of suspension	No. of London

OLD_LEVELS

nother issue of ODCM; another harvest of codes for your cheating pleasure. You know all of those pretty games that you got for the holidays, which you've already 'finished'? Well, it's time to check their vital signs again-to give their wheels another good kick, so to speak-by throwing some codes at them. So, without further ado, give it everything you've got...

Slave Zero





simulator. To enter codes, pause during gameplay and hold the 41, then enter the selected code. You'll hear a beep if you've entered the code correctly.





Hold () and press () () () () () Hold (and press (O O O O O

Hold () and press () () () () () ()

Hold (and press (O (O (O (O Hold (and press (6 0 0 0 0

HIDDEN ARTWORK

Are you a big Toy Commander fan? Pop the game into your PC and search the directories to uncover a stash of cool ToyCo (all the 'in' fans call it that...) art.

Centipede Cheat Bug

to skip around the different levels of Centipede? You can, by pressing and holding 0+0+0+0+41+10 With the buttons still pressed, rotate the analog stick at any time during gameplay. If you do it correctly, you'll notice the message 'Get a Life' (for extra lives) or 'All Levels' (for level select). While we can't quite figure out how to get the Level Select to work yet, you'll



be able to stockpile lives-aplenty with this handy code.

NFL Quarterback Club 2000

Code Club 2000

picked up this coaster, you might as well get the most out of it before you trade it in. Access the cheat menu and enter any of the following codes to activate the corresponding effect. Do it right and you'll get your money back...er, we mean, you'll hear a nice tone.

CODE SCHYMIDE BCHBLL E1 000

HSNER BTTRFNGRS HSPTI PPCRNRTRNS BOMNY HONED

Flubber ball Hot ball Increased fumbles Increased injuries Landmines on field Large coin at toss Players on fire

EFFECT

Alien stad

Blg football



Enable Cheat mode Con't seem to reach the evil empire

to save your life? Infogrames have hidden a neat cheat for those of us who're a little less agile in a giant suit of armor. Simply insert a second controller into Port 2 on your Dreamcast, then press 41, 10 and 6 at the same time during gameplay. You should now be able to choose between toggle invincibility and unlimited ammo on and off. This cheat only works in single-

Toggle Enemy Al

If you want to mess around with the intelligence (Al) of youre enemies in single-player mode, simply press 41 + 10 + 0 on the second controller at anytime during gameplay.

NBA 2K All the Codes

Enter any of the following codes in at the Imaginatively titled 'Codes' screen to enable the corresponding effects. All codes are case sensitive, so pay attention when entering them.

CODE DEVDUOES

EFFECT Sara Sports and Sega teams Large players

MONSTER LITTLEGUY OOUGHBOY SOUISH CATHEAD RIGEOOT DEACHDOVE COACHOUCH HIMOM

Big heads Big feet Big basketbal Coaches in pain Hidden message

Tov Commander Code Commando

We've uncovered a stash of codes for No Cliché's virtual second childhood

Small players

Fat players

20 players



EDDSTOME MRSHMLLW TTHPCK SUPTOVS

Slow motion mode Fat players Thin players Small players Unlimited turbo

Expendable Code Heaven

Shooter fans who still can't seem to tough out this game will now have all the help they need. You must enter these codes in during gameplay, but you have to do it quickly or it won't work. If you enter the code correctly, a massage will flash on the screen to confirm it.

CODE EFFECT



0 0 0 0 0 0 0 0 4 5 4 5

00+00+00+1

0000410444

......... 410 410 4= 4= 00

******** 440+004460

Incoming Cheat Menu

if you want to take the easy way out of the alien invasion in Incoming, the path is just a few button presses away. Simply enter the following codes at the Main Menu: Up Down Left Right X Up Down Left Right Y. If you do it correctly, a menu will come up giving you access to cheat options like level select, unlimited lives, unlimited shields, and more.



REGTR



Test Drive 6

Code Test

doing the work in Test Drive 6? The following codes let you do exactly that. Simply choose to Race and enter any of the codes below to activate the corresponding effect. You can even string 'em in for maximum effect.

> BITER YOUR NAME FARRETT REST B B H F T Z

CODE EFFECT Receive \$6,000,000 AKJGO

OFF

OPIOP

EDEDTH CVCVRM All quick race tracks OCVCVBM No quick race tracks OTFHYE Shorter tracks All challenges OPOIOP No challenges

All the Codes If you want to enable any of the

following codes, you'll first need to access the Passcode screen by reading the directions above. Then simply have at it. You'll hear the world 'Funky' if you enter them correctly.

CODE **EFFECT** Rapid fire made RAPID FIRE HOME ALONE Solo Play In Arcade

NO_GRAVITY GO_MONSTER LONG_MOVIE

View all ending sequences MIXEO_CARS Same cars in multi-ORIVE ONLY No wheel attachment

No gravity

Big wheels

BLAST FIRE UNDER_FIRE GO SLOW MO GO_RAMMING MORE SPEED QUICK_PLAY

nes again

Vigilante 8:

Second

Offense

Getting to the

screen. Cheat away!

PassCode screen

codes for V8:SO, you'll have to enable

Options menu, then select Game Status

and press A. Then press 41 +15 at the

same time to access the PassCode

the PassCode screen. Head to the

Stop The Bomber

Fast action JACK IT UP High suspensions HI CEILING Hover higher (NOTE:

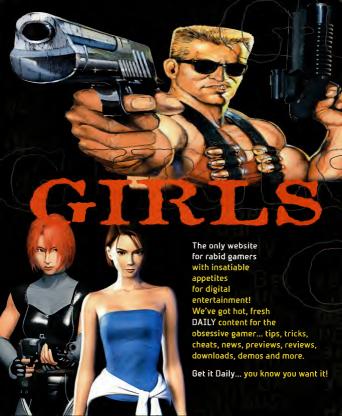
ble tap and hold the Gas button to get a hover boost.)

OLD_LEVELS













Win!

A Japanese **Dreamcast** and the world's grooviest game - Space Channel 5!

ng about all those great Japanese games that you can't buy in our DCWorld section? Feeling left out? Bored? Listless? Depressed? Lonely? Run out of Prozac? Paxi? Pez? Well, we can't help it if you're a sad individual, but we can help you attract the fairer sex by showing them how worldly you are, as you brandish your bright orange Japanese Dreamcast box and your bright pink CD of the sexiest, funkiest 'even-girls-can-play-it' game ever to come from Sega Japan-Space Channel 5. The Official Sega Dreamcast Magazine has a Japanese Dreamcast and a copy of Space Channel 5-signed by the designer and DC hero, Tetsuva Mizuguchi, himself!-packed up and ready to give away. And obviously, YOU

could win it. But how in the name of Ulaia can you qualify?

Here's how:

Isn't it cool, the way so many Japanese videogame fans dress up as their favorite game characters and walk around the streets of Tokyo, as if it's the most normal thing in the world? It's so cool that we know you're just bursting to try the same thing here in the good old US of A. Now, lucky for you, you have an excuse. All you have to do to stand a chance of winning the Japanese DC package is this: send us a photograph of yourself walking through the busy streets (not in traffic, please!) of your home town dressed as your favorite Sega game character, it's that simple. Best costume wins.

Mark your envelope clearly with 'Japanese Dreamcast Competition' and send your entries to Evan Shamoon, c/o the Official Sega Dreamcast Magazine, 150 North Hill Drive, Brisbane, CA 94117.

All entries must be received no later than 6 June 2000. Our decision is final, so tough luck if you think your costume is better than the one that wins. Also, should you be beaten up while wandering the streets dressed as, say, Tails, don't come crying to us-after all, you do look damn sitty.



Stuff our lawyers want you to read. This window (level) administration on the resource outcomes make a service of the control of the

Next Issue



Issue #5 with GDROM On sale April 4th!*

The horror! The horror! It's CODE VERONICA!

Rated! Capcom storms the ODCM offices with the best Dreamcast game vet! Read our giant review next issue!

Shenmue

Sega's game has released in Japan to rave reviews. We go behind the scenes to bring you a full report on Yu Suzuki's epic.



And that's not all!

- Tomb Raider Reviewed Jet Set Radio Revealed
- MSR Road-tested
- And Much More!

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